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# COMPUTER & VIDEO GAMES

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Mangled Mucanta  
Authors: T. P. Watts.

**RING OF POWER**  
Search thru the kingdom  
for the mystical ring  
GraphiX/Text Adventure  
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Authors:  
Fred Preston &  
Bob McClelland.



**SHARK**  
Menace out against  
the deadly snapping  
Shark!  
Commodore B4  
(Joystick or Keyboard)  
Designers: John Hells  
& Programmer  
Steve Hickman.

**PURPLE TURTLES**  
Turtle bobbing with  
the cute Purple  
Turtle!  
Commodore B4  
(Joystick or Keyboard)  
Authors: Mike &  
Raphaella.



**BSC PROGRAMMES**  
**MINED-OUT**  
Save B!! The Victim  
from Certain Death.  
BSC model B 32K  
(10 + 12 operating  
systems only)  
Authors: Andrew  
& I. Rowlings.

**BBB-ART**  
High Quality Art/  
Design program for  
versatile manipulation  
of the BBC's graphics  
ability.  
BBC model B 32K.  
Author:  
Dave Mendes.

**THE GENERATORS**  
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BBC model B 32K  
By the author of  
BBB-Art:  
David Mendes.

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Battle of Danzons of  
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and the Evil Wizard  
Valnor.  
Spectrum 48K  
By Derek Brewster  
of Neptune  
Computing.



**SMUGGLERS COVE**  
You are caught in a  
cave full of horror and  
Break Beard's  
Threats.  
Spectrum 48K.  
Author:  
John Kensally.

**TRAXX**  
Place your way thru  
the Grid  
Spectrum 48K  
Designers:  
Jeff Minton.

**GRIDRUNNER**  
Spectrum version of  
VIC 20 No. 1 best  
seller  
Spectrum 48K (16K).  
Designers:  
Jeff Minton.

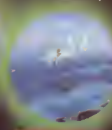
**AQUAPLANE**  
Aquatic Action!  
Spectrum 48K.  
Author: John Hells.

**KADOM**  
Battle through a  
sophisticated alien  
maze on this Arcade/  
Adventure  
Spectrum 48K.  
Author:  
Mike Muscott.



A battle of Nerves and  
Wits. Faster than a  
speeding bullet!  
Spectrum 16K.  
Author:  
Freddy Vachon.

**SUGARBOO**  
**(THE FLEA)**  
No Fleas on This  
Program!  
Iberty Action!!  
Spectrum 48K  
Author: Indecomp.



Battle the ants in the  
walled city of  
Antesochan.  
Spectrum 48K.  
Author:  
Sandy White.  
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## News & Reviews

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We bring you news of the sequel to Ultimate's now famous Jetpac, featuring the hero Jetman.

**ARCADE ACTION** 30  
The shape of arcades to come? We look at new plans for an amusement centre for the future.

**VIDEO GAMING** 36  
Our joystick jury has been in session again and has come up with verdicts on Atari's new Battle Zone, Coleco's version of Donkey Kong Junior and the mauling Q\*bert.

**REVIEWS** 148  
Game of the Month this issue is an amazing graphic challenge for the Atari called Astrochase. We also put Multitron for the Vic, Space Invaders for the Dragon, and Split for the Spectrum to the test.

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Become a pinball wizard on the Sharp. Have you got magic flipper fingers?

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Escape from the escape proof prison. Wartime adventure on the ZX81. Not for those of you with a nervous nature!

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We'll come down on you like a ton of bricks if you don't enjoy this version of an arcade favourite. For neglected Apple owners.



## Prize guts

Big prizes are on offer this month! We've got a sophisticated Chess computer up for grabs in our new Adventure writing competition thanks to our friends at Contemporary Chess Computers. Turn to page 12 and get your thinking caps on. Plus a look at playing Chess on computer and a rundown of the machines that could turn you into a Grandmaster.

There are prizes to be won on our Fuzzling pages this month too. Find out what, why and how on page 136.

We take a look into the future of video gaming. Cable games are the shape of things to come.

Then there's a look at the video game world championships held in Munich.

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Editor Terry Pratt, Assistant editor Eugene Lacey, Editorial assistant Claire Edgely, Reader services Robert Schaben (01 278 3861), Art editor Linda Pinner, Designers Linda Sharkey, Production editor Tim Marcell, Staff writers Sueanna St John, Richard Frackel, Advertisement manager Rita Lewis, Advertising advertisement manager Rob Carrivick, Advertising executive Louise Matthews, Advertisement assistant Louise Pocklington, Publisher Tom McManey.  
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## RAMPACK, RAMTOP...

Dear Sir

I own a ZX81 with a 16k Rampack and I would like to know how to set the RAMtop on this machine I have seen in several listings of programs the words, "Before running the program, set the RAMtop to 1k if you have a Rampack" Could you please help me?

David Hosking,  
Lower Hutt,  
New Zealand.

**Editor's Reply:** The first non-existent byte is stored in addresses 16388 and 16389. To set up a 1k system, type:  
POKE 16388, 0  
POKE 16389, 68

This should set the RAMtop to that of a 1k machine.

## UPGRADE UPDATE

Dear Sir,

I have an Atari 400 computer. At the moment I am thinking about upgrading it to 48k using a RAMcard. Please could you tell me where the best upgrade is available from. Also would a 48k Atari 400 be able to run the same things as a 48k Atari 800, for example disc drives etc?

Steven Hurst,  
Bolton,  
Lancs.

**Editors reply:** Calisto Computers of Manchester and Maplin offer 48k upgrades for the Atari 400 for around £100. Yes, it is possible to use the disc drive and other peripherals on the expanded Atari 400.

## RULES OF COPYRIGHT

Dear Sir,

I am an amateur software

writer who has written a few games for the Vic 20 computer. I had hoped to have one of these sold, but I am unable to find any information on copyright laws in my local reference library, and I haven't found any information in any of the popular computer magazines. Please could you help me by telling me how I should go about copyrighting my program, and how to sell it?

P. Murphy  
Cowbridge  
S. Glamorgan

**Editor's reply:** Your best bet is to get in touch with the Computer Retailers Association, Mr. Murphy. They have just drawn up a statement on copyright and associated matters — too long to print in full here! The CRA's address is 1, Buckhorn Road, Boxhill on Sea, East Sussex.



## SECRETS OF THE ATARI

Dear Sir,

Recently I purchased an Atari 400 computer and after reading through the books provided, I was somewhat put out that there were no instructions how to program moving items across the screen as in Space Invaders, Asteroids, Missile Command and the walking figures as in Berserk, and Robot Attack.

How do you program a missile to fire across or down

the screen? Preferably I would like these things in GR5 or GR7  
C R Underwood,  
Whitstable,  
Kent

**Editors reply:** If you would like to know about player-missile graphics and other "secrets" about Atari computers, I would recommend reading "De-Re Atari" available at most dealers. The Assembler cartridge for the Atari is not sufficiently documented for the beginner, but there is "The Atari Assembler Book" which you could buy. To look at the Atari clock, try peeking the addresses 18, 19 and 20.

## COMMODORE QUESTIONS

Dear Sir

Congratulations on the tremendous magazine. I am seriously thinking of buying the Commodore 64 and would like to ask a few questions. What is Basic 2 like? Is it easy to use? Does it have any drawbacks? Does any other micro use it? Can it use other languages, eg, Pilot?

Ewan Watson,  
Penthouse,  
Scotland.

**Editors reply:** In answer to your questions Ewan, Basic 2 is like Standard Commodore Basic, as on early PET's and the Vic-20. Yes, it is easy to use but its garbage collection is rather slow. The 64 can also run Comal, Pilot, Logo and Prolog.

## COMPUTING ON WHEELS!

Dear Sir,

I thought you might like to see a clipping out of a local paper which is distributed weekly in my area. It appeared in the

advertisements column, and made me laugh

SUZUKI ZX81 16K PLUS GAMES  
including Flight Simulator, Mario  
and Chess. £149.95 incl. VAT. 100  
hr. 1980

Steve Cattel,  
Cannock,  
Staffs

**Editors reply:** Perhaps Uncle Clive is moving into motorcycles as well as futuristic cars! It made us laugh too

## DON'T FADE AWAY ...!

Dear Sir,

I have recently splashed out on a Spectrum 48k computer, with which I am very pleased except for one minor problem. I have had the computer about two months now and the red characters on the keyboard are just starting to show signs of fading. At the moment it's not too serious but will this get any worse and if so what can be done about it? Is this a common fault?

Stephen Brown,  
Stroud,  
Glouc.

**Editors reply:** I'm afraid that this does happen quite frequently, Stephen, and so far we've not discovered a solution. Perhaps someone out there has a few ideas?

## SUPPORT THE DRAGON!

Dear Sir,

As a regular reader of your magazine I am writing to appeal to the software companies to support the Dragon 32.

It's an all British computer, made in Britain.

I know it has its drawbacks but in the main it does a good job and is value for money.  
Ron Ellis,  
Beckenham,  
Kent.





# Chances are, we your new Ac

If you're itching to get your fingers on this long-awaited computer, your best bet is to find a major branch of W. H. Smith, because we're the only major store that stocks it.

Of course it's not surprising that it's proving to be so popular.



A selection from the range of Acorn Electron software.

It speaks BBC Basic. Its 56 key electric typewriter style keyboard is robustly constructed with a good solid feel.

The Electron provides seven different display modes from high resolution graphics necessary in games, to a full eighty columns of text



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across the the screen. It comes not only with a comprehensive user-guide, but also with a book that takes you through the principles of Basic programming, as well as a demonstration cassette containing fifteen programs.

And it costs only £199: at

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# MAILBAG



## ATOMIC QUESTIONS

Dear Sir,

The games you print for the Acorn Atom are all excellent, please print more hi-res games.

I was wondering if you could tell me of any companies that make chips for extra commands. The BBC chip is good, but you cannot mix the two basics together. The chips should have commands such as READ, DATA, INKEY, PRINT AT/PRINT TAB, X,Y, Renumber and Sound facilities.

A. S. Randhawa  
Telford,  
Salop.

Editor's reply: There are a number of utility ROMs available for the Atom. The latest I have seen advertised is by Watford Electronics. This has READ, DATA and a "BBC like" keyboard scanner routine. It also has many other facilities such as a Disassembler, fast tape interface, memory dump commands etc. Other similar ROMs are produced by Program Power and A & F Software.

## PRaise FOR C-TECH. . .

Dear Sir,

Re the C-Tech Crazy Kong controversy Upon perusing your piece in September's C&VG I decided to take the company up on their offer of a replacement tape.

Investing in a few stamps I bunged the awful item into Her Majesty's Package Fulfiller (sometimes known as the Royal Mail) and awaited results. In less than a week a new tape popped through the letterbox, bounced off the mat and landed in the cassette player.

The game I received is called Rocket Raiders and is for either the 16 or 48k Spectrum. As I own a 48k Spectrum and all my software is of that ilk, this is my first 18k program.

The game is a cross between Defender and Scramble and after loading first time I found it very

playable and excellent to look at.

My thanks have already gone to C-Tech and I feel it important that someone should have a letter published (if others agree with me) to compliment the company on their fast efficient no quibble service. My faith in the M.C.P. of the Universe is restored.

## EXPANDING THE SHARP

Dear Sir,

Being a proud owner of a Sharp MZ-80K, I have appreciated your superb magazine from issue one. Since receiving my computer, I have some questions about its expandability.

Why can't I define my own graphics on my machine but can on a Vic or Spectrum?

What are the advantages of an Assembler over machine code?

Can I link up any other printers of disc drives to my machine other than those issued by Sharp?

Steve Gannon,  
Todmorden,  
Lancs.

Editor's reply: You can't define your own graphics on the MZ-80k as it does not have asser definable graphics. To get it you would have to buy the Quantum Hi-Res Graphics System.

It is easier to write and debug Assembler, and you can use other disc drives, but you have to buy interfaces.

## LOOKING FOR THE ROMS

Dear Sir,

I own a 12k Acorn Atom and hope to get the BBC Basic ROM. If, once I get the chips and add memory to the Atom to give it 32k, will it be in effect a Model B in Atom casing? Will I be able to use the hi-res MODE 8 of the Beeb and use the sophisticated four-channel SOUND command?

Most important, will BBC software be loadable direct

from cassette without being slowed down to 300 bits-per-second? Would 1 (in BBC mode) be able to play games like Acornsoft's Snapper, Defender and Monsters and Program Power's Swoop etc? Or if the full graphics are unavailable, could I swap the Atom graphics chip for the BBC one?

Gareth Randall,  
Hockley,  
Essex

Editor's reply: Unfortunately, the BBC board for the Atom is only a software upgrade. This means that while Basic is improved to the standard BBC Basic none of the hardware features of the BBC computer are available.

Therefore the Atom will still have a maximum resolution of 256 x 192 in black and white. The SOUND command cannot be used on the Atom to produce the BBC type sound effects.

The cassette interface works at 300 baud, and the data format is slightly different to that of the BBC making transfer of programs between the BBC and Atom difficult.

Because of all the differences between the two systems, standard BBC software would not work on the Atom unless written in Basic.

Some of the BBC graphics system is controlled by the ULA chip which is not available commercially.

## STICKS FOR THE COLECO

Dear Sir,

On hearing your video gaming reviewer cry for "a decent joystick" for the Colecovision, may I please inform you that any Atan compatible joystick will work with the Coleco. Simply do the following:

Unplug Coleco controller from joystick port no. 1  
Plug in an Atan compatible joystick

Make game selection using Coleco controller No. 2, (still plugged into joystick port 2).  
David Crippin,  
Eastbourne,  
Sussex

## ANY PORT FOR ATOM!

Dear Sir,

I am a regular and avid reader of C&VG and have been the owner of an Acorn Atom since Christmas 1981. Unfortunately the manual supplied is rather lacking in information to do with the ports B001 and B002 I would be obliged if you could tell me about a book which could give me more information about the aforementioned ports.

R. D. Melville,  
Co Down,  
N. Ireland

Editor's reply: One book I know of that contains details of the Atom ports is the Atom Magic Book by Timestad. This contains details of the ports at B000, B001 and B002. It also contains useful information on the VIA and various zero-page and ROM addresses useful for machine-code programming.

Basically, the ports at B000 to B002 are used by the keyboard, cassette I/O and controls the graphics mode. The circuit diagram should help with decoding the functions of each bit, since PA<sub>0</sub> to PA<sub>7</sub> are at B000, PB<sub>0</sub> to PB<sub>7</sub> are at B001 and PC<sub>0</sub> to PC<sub>7</sub> are at B002. These should be marked on the circuit diagram.

The 7445 chip is a binary to decimal converter, so that when a binary input is applied to it, only one output goes low. This is used for selecting the correct row of keys to be read. The column is read using port B (at B001). a.g. to read the "B" key, then the following Basic line would be used.  
?#B000 - \$J#?#B001&16 = OTHER. . .

Note that bits 4 to 7 of port A are used to control graphics, so the above line would reset the Atom to text mode.

To leave the Atom in graphics mode, the "B" should be replaced by "e x" where "X" can be found by referring to page 68 of the manual. We hope that helps you Ms. Melville!

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system with the largest number of micro-chips. It's the K size of the microchips in the console that determine exactly how challenging and exciting the games are to play.

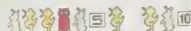
And the bigger



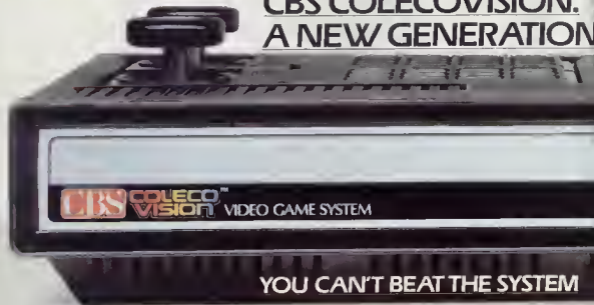
First there was the tennis video game, then just as you'd got

that well and truly under control, along came all those Invaders from Space.

Well, now there's CBS ColecoVision. It's as different from the rest as Star Wars to Dr Who. Technologically, CBS ColecoVision is the



## CBS COLECOVISION. A NEW GENERATION



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not for those with dodgy digits or weedy reactions.

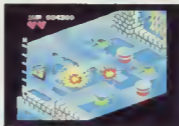
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Whichever way you look at it, CBS ColecoVision is simply the most advanced video games computer system you can lay your hands on.

On this planet, certainly. So go and try one out at your nearest video games dealer.



## IN VIDEO GAME COMPUTER SYSTEMS.



# COMPETITION COMPETITION COMPETITION

## OUR PUZZLING PRIZES AND WINNERS

It may look a bit odd -- but it's a lot of fun to have around. What is it? A Pass-Me that's what! And what's a Pass-Me when it's at home, I hear you ask. Well, it's a game that will test your skills of response and deduction to the full -- and it talks too!

Pass-Me is a bit like those Simon games -- except instead of flashing lights it has a voice and numbered handles.

The games you can play with a Pass-Me are many and varied. Too varied to explain here in full! But they will keep you and your friends guessing for hours on end. Just the thing for Christmas



parties. You won't be able to pass up a Pass-Me!

Just turn to our competition pages and solve Trevor's latest brain twister, send in your answer and a Pass-Me could be yours. Don't forget we've got five to give away -- so enter today!

## PUZZLERS COMPUTE SOLUTION

The competition produced a splendid crop of entries and included some well written computer programs. One of two high scoring readers failed to absorb the small print and either used a digit more than twice or scored points for factors greater than 99.

There were eight top score entries who spotted, as did young Stubbs at school, that the six numbers did not have to be different. So, by finding the three highest scoring numbers, which had three different digits each, using each number twice produced the desired result.

Commiserations to those who scored high but were not lucky in the draw from the postbag.

### COMPUTATION PUZZLE WINNERS

James Wright, 22 Coe Hill Crescent, Milnerton, Aberdeen AB1 0EF. Mr M Fisher, 9 Streifford Way, Marston Moretaine, Bedford MK43 6GJ. Alan Northcott, Rushmoor, 464 Reading Road, Winklesham, Wokingham, Berkshire RH11 5ET.

## PARDON? WHAT DID YOU SAY!

Well, just what is the inflatable soa-horse saying to the barmen? And what joke is the great green when talking to his friends at the table? And what is

the little brown chap with the teddy bear thinking? Have you got any ideas? Then why not let us know about them! What are we talking about? Read on...

You may have already noticed something extra in this issue. It not just give you a copy of a good shake and the Computer and Video Games 1984 calendar will fall out at your feet. It's a great technical masterpiece created by artist Ross Collins. And we've come up with a competition to go along with it.

Once you've studied the many and varied alien beings gathered in a piece of entertainment that is literally out of this world, why not try and think up a witty one line caption for one of the conversations going on in this her at the end of the universe?

Keep your captions short and sweet -- but if you think of more than one let the others down too. All we ask is that you cut out the picture and the coupon together and send it in to Calendar Competition, Computer and Video Games, Durrant House, 81 Herby Hill, London EC1R 5EJ.

There's six Computer and Video Games "The Champ" t-shirts for the six best captions chosen by the C&VG panel. We'll be judging the contest on November 16th. If you don't want to spoil your copy by cutting the coupon out take a photocopy of the page and send us that.



YOUR CAPTION

NAME

ADDRESS

T SHIRT SIZE

Small/Medium/Large

## £5,000 FOR PROGRAMS

There's still a chance to enter our grand £5,000 programming challenge. Just in case you've been living in a space station for the past few months this competition gives YOU the chance to win £5,000 in good honest cash.

The prize is an offer from Calisto Software of Birmingham, who are on the look out for bright young programming talents. Calisto is also keen to expand the number of machines it produces software for and keen to use home-grown talent to do it instead of shipping in games from the States.

Don't be afraid to enter your programs -- you don't need to be a professional programmer to come up with good original games ideas. All you need is a good imagination and the ability to convert those ideas into program form.

If you are going to polish up one of your previous efforts, then why not send it quickly and get started on another program. You can enter as many programs as you like as long as each comes with an entry form cut from the magazine.

But there's a chance for everyone to be a winner in this competition as Calisto will be giving out software contracts to the designers of games they want to market.

So even if you don't end up £5,000

# COMPETITION COMPETITION COMPETITION

## LAST CHANCE TO VOTE!

This is your last chance to nominate your favourite game for a Golden Joystick Award!

Software companies all over the country are going for gold with the help of you, the readers of *Computer and Video Games*.

Do you have a favourite games program that you'd like to see get an Oscar? Or is there a software company you'd like to reward for good customer service?

We've decided that the best of British software houses deserved some recognition after a hard and extremely competitive year which has seen the stan-

dards of games software rising fast.

We are sponsoring five Golden Joystick Awards which we hope will be come the UK Oscars of games programming.

This is your chance to nominate a company which has given good service or earn recognition for the game which has given the most pleasure in the last nine months. Our five categories are:

- Best Arcade-style Game
- Best Strategy Game.
- Best Original Game Idea.
- Software House of the Year.

## ● Games of the Year

Initially we are leaving the judging up to you and want you to tell us your nominations in any or all of the categories.

The title Software House of the Year is open to distributors of overseas software, but for the rest, we are looking for British-based games programmers.

Cut out the form below and make your vote for gaming quietly count. Send it to: The Golden Joysticks, *Computer & Video Games*, Durrant House, Herbal Hall, London EC1R 5JB

## GET YOUR FREE GAMES

Look — we've still got 20 FREE Imagine tapes to give away to anyone with a 48K Spectrum. All you have to do is rush us your name and address on a postcard please, to our office and the first 20 names out of the C&VG memory box will get a copy of Imagine's Zip Zap, an all action robot shoot out. This time we're not putting a city limit on the free game offer. So wherever you live you could be in with a chance of claiming a Zip Zap — you just have to be quick off the mark with your postcards. We'll be choosing the lucky 20 on November 18th. So don't delay, post your card today for Free Games. *Computer & Video Games*, Durrant House, 8 Herbal Hall, London EC1R 5JB

ncher straight away, you could still find the royalties rolling in if you become part of Calisto's team of software writers.

You can enter on any popular micro-computer and all cassettes will be tested by Calisto's team of judges.

If your program comes out on top you'll be presented with a cheque for £5,000 at a special ceremony at a time and venue yet to be arranged.

To enter, simply fill in the form below and attach it to a cassette of the game. Make sure you fill in all the details about yourself and your game on the form.

If the game instructions are not in-

All entries will be the property of Calisto Software and the entrants will assign all rights, patents and privileges of their game to Calisto.

No employees of *Computer & Video Games*, Calisto, or their relatives, will be eligible to enter the competition.

All entries must be sent in with an original coupon from *Computer & Video Games* — NOT A COPY.

The judge's decision is final and no correspondence can be entered into.

You can enter any number of programs as long as each is sent in with a form from *Computer & Video Games*. Winners will be notified before December 30th.

Please accept the following nominations for the Golden Joystick Awards.  
(BLOCK CAPITALS PLEASE)

1) Best Arcade Type Game:

By (Software House):

2) Best Strategy Game:

By

3) Best Original Game:

By

4) Software House of the year:

5) Game of the year:

By

Name:

Address:

cluded on the cassette itself, then add them on a separate piece of paper but please ensure that your name and address are included on every part of your entry.

Perhaps you are a keen programmer who has not yet turned his hand to games, then you can enter any kind of program and Calisto will test it out.

The winner will be the reader who comes up with the best commercial program, and Calisto will also pay royalties on all copies sold. Remember all published entries will be given a software contract, possibly worth a lot of money.

The judging time is limited so get your entry in as quickly as possible but be sure that your program is properly polished first, to give yourself a good chance of coming away £5,000 richer.

The entries must be sent to: £3,000 Program, Calisto Software, 119 John Bright Street, Birmingham B1 1BE.

If you like you can also send your entries to us at the C&VG office and we'll forward them to Calisto. But get cracking, the competition must close on November 18th. The winner will be announced in our first issue of the New Year.

Please enter this program in the £5,000 program competition

Program name:

Machine:

Model:

Number of K needed to run it: ..... K

Other equipment needed to run it:

Author's name:

Address:

Telephone No:

# TASK SET!

THE BUG STOPS HERE!

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ORIC-1

commodore 64



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NAME ADDRESS POST CODE

## FANCY WINNING A CHESS COMPUTER?

This is the amazing *Ambassador* chess computer from the CONCHESSE range produced by Contemporary Chess Computers. Doesn't look much like a computer, I hear you say. Don't be fooled! This elegant design houses a powerful machine — which unlike any other is fully expendable.

Yes, you can actually upgrade the chips and the Chess cartridge to keep up with the state of the art in the rapidly developing world of Chess computers.

The *Ambassador* has 10 skill levels — from beginner to expert and also has two analysis levels useful if you play correspondence Chess or for solving Chess problems.

The *Ambassador* is extremely easy to use. The pieces are moved in the conventional manner on the board. There is no keyboard to type in moves on, or tiny screen to equini at — all of which enhances play.

The board registers each move using its automatic sensory capabilities. All this and it looks attractive too with the classic Chess board design in intaid mahogany and rosewood.

And all this can be yours if you win our latest competition! Simply read the details below and start planning your next move

"Curious, isn't it," said Alice. "What is?" barked the Red Queen irritably. "These computer things," replied Alice. "It seems that these days young people don't go adventuring through the Looking Glass like I did, but use these micro-computers instead." "Rubbish!" shouted the Red Queen. You know micro-computers don't really exist. They are just a figment of the White Knight's imagination!"

"It must be interesting to go through a computer screen," Alice continued unruffled by the Red Queen's outburst. "I wonder what Computerland looks like?" she added with a wistful look in her eye. "Be quiet girl!" the Red Queen was obviously getting annoyed. "Eat your dry biscuit!" Alice stood up and strode away from the blustering Queen. "Where are you going?" the Red Queen shouted after her. "To find the White Knight," Alice said forcefully. "I want to find out all about these micro-computer things!"

While Alice is off discovering the magical world of micro's we've got a little task for you too. And you could win a Chess computer!

Can you dream up an adventure game based on the theme of the Chess board — just like Lewis Carroll did in his second Alice adventure *Through the Looking Glass*?

What we'd like you to do is to look at your Chess board and imagine that it has been transformed into a magical land.

Dream up some characters to inhabit your Chess-board world, and a hero to move through it. Perhaps he's searching for a lost treasure or an imprisoned princess — or on a quest to destroy all evil on the board world. Use the standard moves for chess pieces as a basis for moving your characters about in Chess-world —

or dream up some new moves of your own! All that we require is that you use the chequered board as the basis for your imagination to work on.

We'd like you to attempt to write a listing for your Adventure if you can — but it's not essential. If you like you can simply give us an idea, backed up with diagrams and documentation of how your game would work on a micro. And if you don't feel like writing an Adventure why not have a go at creating a graphic video-style game based on a Chess theme?

The winner will receive an *Ambassador* Chess Computer from Contemporary Chess Computers, details of this

amazing prize can be found elsewhere on this page. Runners-up will get Chess software for their computers. So don't forget to let us know what micro you own. The coupon below should accompany your entry.

As this is quite a complicated task we're giving you three months to come up with a great idea and send it to us. So you've got until January 16th 1984 to get your idea to us. Address your entries to Chess Competition, Computer and Video Games, Durrant House, 8 Herbal Hill, London EC1R 5EJ. The usual competition rules apply and the editor's decision is, as always, final!

Please enter my game in the C&VG/Contemporary Chess Computers Competition	
Name	.....
Address	.....
Telephone number	.....
Name of Game	.....
Type of Game/video-style or Adventure	.....
Computer your game runs on/computer you own	.....

# GET YOUR HANDS ON ONE...



## The Spectravision Quickshot deluxe joystick (BBC compatible)

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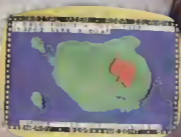


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# G·A·M·E·S N·E·W·S



## THIS GAME IS ALL GREEK TO US!

### GORGON

The scene is Ancient Greece. You are Spectibesses, a local hero of the time. Grang, an ugly ruffian, has stolen a golden chalice from the sacred temple belonging to your home town.

This chalice was entrusted to the people by the Gods for safe keeping, but because the townsfolk got lazy, Grang was able to steal the chalice.

The Gods have, of course, become very angry and have commanded the sea to rise until the town is flooded — unless the chalice is returned to the temple.

You know that Grang has gone to his sacred cave underneath a ruined temple. This temple is guarded by Grang's Island the Gorgon, whose stars will turn you to stone.

There are two parts to this

game, written by Barry Cornhill, a new author. The first is the contest in the arena with Gorgon, where you manipulate your shield to reflect back the Gorgon's deadly stars.

The shield is heavy and has to be put down at intervals, thus giving Gorgon his chance to zap you.

There are three skill levels to the game — [Doddle], Heroic, and Super-heroic — and the difficulty increases accordingly. All the while the sea keeps on rising, so that it is also a race against time.

The second part of the game is the sword fight with Grang, assuming that you get this far. You can parry, thrust, advance or retreat and the hits scored for either side are registered with signal lights as are the number of hits still required to win.

The game comes from Phipps Associates of Ewell, Surrey and runs on the 48k Spectrum. It is priced at £4.95.

## CONFUSED? TRY THIS!

### BEWITCHED

Unlock the doors to discover the mystery of Bewitched, Imagine's latest offering for the unexpanded Vic.

There are 20 sections of a maze and lurking in each one are the traditional resident ghosts and ghouls. In each maze are four coloured doors, each colour corresponding to four coloured keys hanging at the very top of the screen in section one.

You take the part of a key — whose job is to travel to the twentieth section of the maze unlocking the door to each new section on the way.

To open the doors you have to guide your key to the four other keys at the top of the screen and select a colour. Your key will then take on this colour and you can move off to try the door. If it is a dud, make your way back to the top and choose another one.

This may sound easy but there is an added hazard. Ghosts which try their best to capture you! In section two of the maze you will find not one ghost but two and so on throughout the game.

Bewitched is written in machine code for the unexpanded Vic and is controlled by either joystick or keyboard, available from Liverpool-based Imagine Software at £5.50.



## FIRST CLASS POST — WITH A DIFFERENCE!

### PERILOUS POST

Frustrated motorists everywhere can now get their own back on that scourge of the highways, Traffic Wardens.

Perilous Post is a new games release from Impact Software lets you become a mad Postman intent on delivering the mail at any price.

You drive your van across a

railway line avoiding passing trains and then cross a river by carefully guiding your mail van onto one of the waiting ferry boats.

Once across the river you are faced with a maze consisting of streets of houses awaiting delivery of the parcels in your care.

But there is a slight problem. Patrolling Traffic Wardens! You must avoid the wardens until you have posted sufficient parcels. Then you get your chance to run the Wardens over in your van — and you won't even get a ticket.

The game runs on an unexpanded Vic-20 and has full colour graphics. Perilous Post is

available from the Edinburgh-based company Impact Software in early October and will retail at £5.50.



# As your children so can your



600XL Home Computer.

If you're buying a home computer then you've probably got one major worry. That your children will soon grow out of the system you buy.

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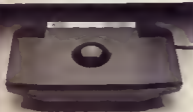
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into a sophisticated word processor, producing as many top quality prints as you want.

Of course, you won't need them all now. Your children have first got to learn to master the computer itself. But when they have, and believe us they will, the ATARI 600XL can handle it.

For more details write to: Atari International (UK) Inc., PO Box 407, Blackhorse Road, London SE8 5JH.  
The new Atari XL home computer system.



# MORE GOODIES FOR THE BBC MICROCOMPUTER FROM RH ELECTRONICS

The RH lightpen is compact, little bigger than a felt-tip. It is versatile with a sophisticated microswitch at its point which responds to the slightest pressure, and an LED lamp at the user's end to indicate data transmission. Both microswitch and LED are fully programmable.

The RH lightpen is reliable, with a rugged metal case to provide physical and electronic protection. Its sensitivity can be adjusted to the thickness and type of your TV screen, giving the highest levels of accuracy.

With the lightpen connected to your BBC Micro you can draw lines on the screen, or give commands simply by pointing to a menu.

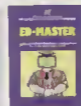
## Colour-graphic software

This additional software is available so that all the colours of the BBC Micro's palette are available at the tip of your pen. Complex graphics can be created in minutes.

## Art-fun software

This program is guaranteed to bring out the artist in you. It provides inspiration for users of the lightpen and provides full interaction between pen and screen.

**Lightpen** £45.95  
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RH Electronics has a whole series of excellent software for the BBC Microcomputer Model B. For games, business and education, they will be highly valued by any BBC Micro owner.

### Plegaron People Eaters £8.95

Stop the Plegarons' path of destruction by wailing them in. A game of skill (nine levels) and cunning.

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Fight off alien attackers and meteor showers as you transport the survivors of the human race to a new planet.

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Guide the skier through the 40 gate course avoiding deadly ice and landsliding snowballs.

### Viper £8.95

Guide the snake around its electric cage devouring as much food as you can. Avoid touching the electrified walls, swallowing unsavoury food or causing the snake to eat its own tail.

### 3 in 1 (A) £7.50

This set of three games for the younger enthusiast includes: Task Force - a strategic battle of sea and air; Demolish - blast your way to freedom avoiding radioactive fall-out and falling masonry as you go; Cosmos - where you have to defend the earth from an invading battle fleet.

### Ed-master £12.95

This program uses the quiz format combining 160 elements of fun with educational teaching. 160 questions may be programmed by the teacher divided into eight subject areas of 20 questions each. Questions and answers can be changed as often as you wish. The computer will tell the pupil whether he or she has the correct answer or not, but cheating is prevented as pupils cannot access the program to find out the correct answers. The scores of up to 40 pupils are stored in the quiz memory and are easily recalled for comparison.

### Small Trail £4.95

Help the snail escape from the maze he's fallen into before he starves to death. There are two skill levels to this cassette.

### Database £12.95

A cassette for the business or home. It enables you to file sort and access a great number of items such as diary entries, addresses, telephone numbers, accounts or other information.

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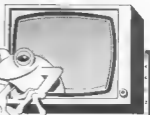
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# G·A·M·E·S N·E·W·S



## RADAR RATS CHASE THE CATS

### RAT RACE

Radar Rat Race turns the tables on the cats. The rats are out to get them in this new game. You are the cat searching for ten cheases hidden in a large maze.

Radar shows you the hidden chease and the positions of the enemy rats.

As the game progresses the number of rats multiplies and just to make things even more difficult there are also a scruffy band of alley cats dotted around the maze who are waiting to pounce.

The odds aren't entirely stacked against you though as there are clouds of magic stars that confuse the rats and gives the cat more chance to find those cheases.

Radar Rat Race is in the shops now at £9.99 in cartridge form for the Commodore 64.

## SIX OF THE BEST FROM ARCADES

### KILLER KONG

Six new hi-res colour graphics games are just out for the Spectrum from Blaby.

The first is Killer Kong a version of the arcade favourite. It includes two hi-res screens with the usual features. You may also collect extra points by jumping up and snatching hamburgers!

Next comes a game called High Rise Harry (48k). You are Harry and you have the job of rust-proofing iron girders that are patrolled by Rust Bugs. It includes three different screens and levels.

Barney Burgers is

the title of the third game, a version of a C&VG favourite, Burger Time. The object of the game is to guide your Chef across all the ingredients to make up a super half pounder burger before the two sausages or fried egg catch you! You do have a helpful weapon — five sprinkles of pepper — which immobilises the ferocious feed chasers.

In Do Do you have to avoid getting stung by the Snow Bees. Sounds like Pango to me — another C&VG favourite. You, the Panguin, slide ice blocks at the Snow Bees, but watch out they have long sharp stings which can shatter the ice.

You carry an ace under your wing, as you can electrify the side walls and kill any bees which happen to be lurking on it.

Right what's next? Lunar Lander? ... not quite. Shuttle is the name of the game and the object is to guide your Shuttle-craft down to the surface of the planet Waxon and rescue the stranded patrol who's space ship has landed there. This must be done without colliding into the asteroid belt. Your mission ends when all of the stranded patrol have been rescued!

Last, but not least, comes Confusion. You are a pilot of a spacecraft lost in a maze of corridors in space (naturally!) Your object is to thrust up and down the centre of the corridors turning

and shooting opposing ships which would otherwise collide and kill you.

You can obtain an extra bonus by entering an energy alloy and collecting the pod, but get out as quickly as possible or you will be trapped by deadly missiles.

All six games are available for the 48k Spectrum at £5.95 each from Larcaster-based Blaby.

## COPY CAT TAPE POSES A PROBLEM

### CLONE

Software piracy is a topic currently undergoing great discussion at the moment by the software houses.

Arch rivals like Bug Byte and Quicksilver have come together to discuss "common problems" and software piracy in particular.

One new release this month from Work Force software of Luton deliberately sets out to bring the issue into sharp focus. Called Clone its purpose is suggested in its name. "Clone will copy standard Spectrum tapes its purpose is to back up tapes purchased by the user", says a press release from Work Force.

What worries the software houses is that instead of using back up copies as genuine back up copies they can also quite easily be used to sell or lend to a third party.

In the press release sent to Computer and Video Games

Work Force state that "We have had the program available for some time but held back from releasing it.

It is sold with the following condition attached: "Clone is for the use of the purchaser only and it is to be used solely for the purpose of making back-up copies of the purchasers software. Clone must not be used to produce more than one copy of the software tape and the owner may not sell, hire, or otherwise dispose of the back-up copy."

## NEW MUSIC WITH A MESSAGE...

### MAINFRAME

Remember the band called Mainframe we told you about a few months back? They were the first group to feature computer graphics programs on their singles — before the major record companies cottoned on to the idea.

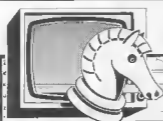
By simply plugging in your micro to your amplifier and loading up the program some interesting sound to light graphics appeared on your TV screen as the record played on your turntable.

Mainframe's new album, called *Tanants of the Lattex* work is what used to be called a concept album. In conjunction with the record the band are running a *Mesquerade* type competition called *The Quest* — and the prize is an extremely valuable solid gold 'M'.

All you have to do is buy the LP, read the establishing story, listen to the music, study the record sleeve carefully and then answer the questions posed in a special questionnaire included with the record.

If you are interested in more information about Mainframe and *The Quest* why not write to MC<sup>2</sup> Records, 24 Mesenden Orme, Hemel Hempstead, Hertfordshire.





# G·A·M·E·S N·E·W·S



## MOVING INTO THE BIG COUNTRY...

### TEXAS

Texas Instruments have maintained a monopoly on the market for TI/99 cartridge based games — until now that is.

Audiogenic, the Reading based software company, have branched out into Texas country with four new games.

Audiogenic's initial range of games for this popular home computer includes *St Nick*, *Cave Creatures*, *Rabbit Trail*, *Driving Demon* and *Han House*. The company says that the range will be expanded gradually. Full details of the games and prices will be announced shortly.

## DAY IN THE LIFE OF SUPER-COP

### SIREN CITY

This is a massive arcade graphics adventure which incorporates 25 pages of full scrolling hi-res colour graphics and sound.

You are a cop in Siren City and you are set different assignments on each of the ten consecutive levels.

The assignments include driving your police car through the city and dealing with the crime specified in the assignment.

As mentioned, the graphics are scintillating and incorporate roads, buildings, houses, bungalows, trees, railways, (complete with level crossings), other moving cars, opposing helicopters and dragons, bill boards, an airport (with helicopter pad and planes), atomic bombs and clouds of poisonous gas... and much more!

The player is provided with a full hand copy of the map which will be most essential to relief

ence during the game.

*Siren City* is available from Interceptor Micros for the Commodore 64 computer (disc or cassette) at around £7.00.

Richard Jones at Interceptor Micros told C&VG that *Siren City* will be the biggest and most spectacular game to hit the CBM-64 yet! Well, lots wait and see... I mean drive!

## HUNT FOR THAT GOLD SUNDIAL

### PIMANIA

Devotees of Pimania — that zany adventure game with a £6,000 prize in the shape of the Golden Sundial of Pi — will not need reminding that the tinkat is yet far from being won.

For the undisturbed Pimania has taken on cult status amongst its participants as marriages, careers, and all other personal responsibilities quake before the all consuming obsession.

At the centre of all this discord is the enigmatic character himself — the Piman. His colleagues at Automata Cartography inform that he receives an abundance of mail which due to the rules of the game and the Piman's extreme shyness he is unable to answer.

Letters like the one from the man who is off to Bethlehem on Christmas day to claim his prize, and the several letters from people who open with sentences like "Help! My wife and kids have left me" arrive daily.

All this meats with the same stony silence from the Piman who will neither confirm or deny anything.

Despite all this, people seem

to love the Piman. On the few occasions when he has appeared at computer fairs he has been showered with adulation.

One twelve year-old boy presented him with a Pi family which he crafted himself in clay. Another group of editors presented him with a cuddly toy.

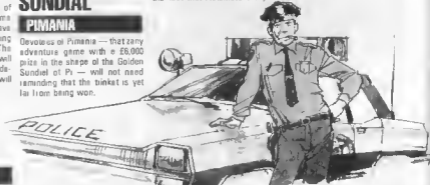
An Automata spokesman refused to say if anyone had come near to winning the sundial in the twelve months that the quest has been running. And the only clue that this reporter could elicit is the fact that Automata are just

marking time from inevitable destruction!

Your job is to keep the Stix under control restricting its movement by quickly constructing force fields inside the hypersquare.

This is not all you have to contend with. There are several deadly hazards to be aware of. The Stix must not touch you or you will die a horrible death!

If the Stix touches an incomplete force field the field synthesiser disintegrates due to molecular transposition — of course!



about to put on sale two new versions of the game for new computers including the Commodore 64 — the conclusion must therefore be that they don't expect the Golden Sundial to be won for sometime.

## BEWARE THE NASTY ANTI QUARKS!

### STIX

Stix this is your computer and play it! Originally an arcade game it is now available for the mighty micro!

The Stix is a bundle of energy roaming the infinite universe devastating all in its path. Luckily a freak cosmic storm has given you the unique opportunity to harness its evil power and save

Hesitation while constructing a force field will cause a hissing ripple of energy to annihilate the synthesiser!

Watch out! A quark or anti-quark may be coming. They will cause a nuclear explosion on colliding with your synthesiser!

Field synthesiser energy is monitored at the top of the hi-res colour graphics display, if this exhausts your entire supply will be lost in the ensuing holocaust!

Force field construction direction is controlled by joystick with fire button to control field creation speed. Keyboard control is available if necessary.

This is an interesting adaptation of game which didn't really catch on in the arcades.

If you have the guts to Stix this game out then it is available from Spensoft for the Commodore-64 at a price of £30.00 plus VAT.

# G·A·M·E·S N·E·W·S



## SCREEN GEM FOR THE VIC-20?

### PINBALL WIZARD

Pinball Wizard is a remarkable example of what is possible with the maxed-out Vic-20 when a skilled machine code programmer sets to work. So say Terminal Software — the company bringing you this new game direct from the USA.

Terminal believe Pinball Wizard is the most realistic game for the Vic-20 this side of the Atlantic. The company market Pinball Wizard under licence from US software house Microdigital.

There are bumpers, rollovers, a jackpot, slingshots and three flippers that you can use to trap and hold the ball. You can even nudge the table — but not too often or it bits. Just like the real thing.

Pinball Wizard for the Vic will cost £7.95.

## TV WINNERS OFFERED BIG DEAL!

### GET SET

Two winning entries in BBC TV's Get Set computer programming competition — judged by our very own editor Terry Pratt — have been accepted by a major software house.

The games were selected from the hundreds that flooded into the Get Set studios after the competition was launched on the Saturday morning show earlier this year.

Melbourne House, known for their Hobbit and Penetrator programs for the 48K Spectrum are planning to publish James Southgate's game. He was the winner in the 12-16 age group.

They have also accepted Shaun Pearson's game ideas

list which they say contains some excellent ideas.

Melbourne House managing director, Alfred Milgrom says about James' game "It needs a bit of work doing on it but we feel James has the basis of a good marketable game. Melbourne House are keen to encourage youngsters to bring their ideas to the sort of professional standard required for marketing and that is why we publish so many books on computers — to help people just such as James and Shaun to increase their programming skills."

Melbourne House will be getting in touch with the boys to discuss their programs.

## MEGA-GAMES FOR SPACE CAPTAINS...

### STELLAR TRIUMPH

Are you fed up with games that only offer a meagre two or three different game options? Yes? Then Stellar Triumph is the answer to all your prayers.

The game has enough variations to keep an army of video gamers busy for a lifetime.

The basic game is for two players each trying to shoot the other. From then on the design of the game is up to you.

You can decide the screen set-up — wrap around, bounce off or a spiral effect.

There are menus for the movement of your ship, the

number of aliens, you can choose to have snins and black holes with positive or negative gravity and you can select the length of the game.

For those of you who haven't the courage to plunge into creating your own game the program has eight preset games.

Stellar Triumph will be available from Slough based Rommik Software in early October for the Commodore 64 costing £6.99.

## WILL OUR HERO SAVE THE EARTH?

### JETMAN

Jetman has returned this time to save the planet Earth from destruction.

After building his rocket — as seen in the prequel Jetpac — disaster struck when it started to disintegrate over a hostile planet whose inhabitants' sole purpose is to destroy the Earth.

Using his instrument console to locate the aliens weapons installations Jetman sets out single handed to do battle.

Crossing the rugged and pitted terrain in his lunar buggy, various hazards present themselves in the form of crevices and ravines which can only be crossed using the special bridging equipment Jetman carries.

Confronting the enemy on an indomitable hero has to breach their defence systems before he can destroy the warheads aimed at Earth. If the deadly rocket isn't stopped within the time limit, Jetman has one last chance to bring it down.

Chase it in his buggy and blast it out of the air or — in the manner of Jetpac — fly after it. Only one problem — watch his fuel consumption as it might run out!

Life is made easier by a tele port system which can transport Jetman, the Moon Rover and one piece of equipment over long distances.

Inner Jetman, sequel to Jetpac, is controlled by either keyboard or joysticks and is available from Leicestershire based Ultimate Play The Game for the 48K Spectrum at £5.50.

## VIRGIN TAKE GAMES ON THE ROAD

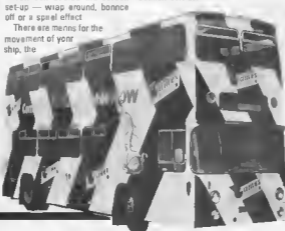
### VIRGIN EXPRESS

Virgin Games added eight new titles to their range with the aid of a specially converted double decker bus.

The idea of the bus is to take the games on tour throughout the country so that people can have a chance to play the games before they make their purchase.

The Virgin Express has no less than twelve computers on board together with members of the Virgin programming team too who will be on hand to answer the public's questions on anything to do with computers.

Three Dragon titles are offer including a creepy castle adventure, a who done it mystery adventure in mid atlantic, and a computer version of the ancient Chinese fortune-telling philosophy — I Ching.



# VIC 20

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**\* GOTCHA** — After escaping from the local rack, Ernie is took back up to his old tricks.

48K M C £5.95

**GOOD** — Starring Dodo and the Snow Bees — you are the last surviving breed of Dodo's alone in the Antarctic surrounded by ice blocks and Snow Bees. Since the ice blocks on to the Snow Bees or electricity the wall's to kill them.

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**CONFUSION** — You are totally confused and are being attacked from both sides by the most nastiest Aliens known in the universe.

48K M C £5.95



**PLUGGITT**

**PLUGGITT** — Young Percy Pluggitt must get back to the circus board in time. Please help him find the right layout!

48K M C £5.95  
**HIGH ROSE HARRY** — Featuring Harry High Rise and the Rust Bugs — guide Harry the Partner along the gliders, up the ladders, on to the lily, but mind the slaps! Five wacky scenarios.

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**SHUTTLE** — Guide your Shuttlecraft down to the surface of the Planet Nexon, rescue the stranded space patrol and return them one by one to the safety of the Mothership.

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**KILLER KONG**

**KILLER KONG** — Featuring five screens of arcade action — Elvadors — Kong — Mario — Banels — Hamburgers and even Mario's girl.

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**CHOPPER RESCUE** — Scorchers are being entombed under radioactive waste, can you as a helicopter pilot rescue them all in time?

48K M C £5.95

**KOSMIC PIRATE** — Guide your Pirate vessel through the massive fleet of space craft that has encircled the planet Verlox and try to steal your essential needs.

48K M C £5.95



**BARMY BURGERS**

**BARMY BURGERS** — Rags, Burgers, Cheese and Lettuce — they are all there all you have to do is put them together. It sounds easy doesn't it? But not when you are being chased by a fried egg and saved again!

48K M C £5.95

**GOLD OUGER** — Dig your way through the Mine and find the gold nuggets, but keep away from the nugget gnashers.

48K M C £5.95  
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DEALERS — PLEASE ASK FOR OUR VIDEO TAPE OF OUR COMPLETE RANGE OF GAMES

## The Lightning Orc Assembler £9.90\*

There are other assembly languages available for the ORIC, but none combine the same balance and depth of style that we have obtained with this comprehensive utility program for the ORIC 48K. The manual which accompanied the assembler gives a hand-wrought introduction to the use of assemblers to enable anyone to write in assembly language after just a little study. Full specifications of the assembler cannot be fitted into the small space available here, and so they may be obtained from your local dealer or direct from **Ms Micro**.

\*Includes comprehensive instructions booklet.

## Crazy Golf 54K Spectrum £6.00

Crazy Golf is a new program for the 48K Spectrum you are required to clear the course avoiding and circumventing the many strange obstacles finally putting your ball in the hole. The par for each hole is displayed and a novel direction indicator combined with a force indicator enable you to send the golf ball in the direction you feel is the best one to clear the course. Crazy Golf really is a crazy but most of all it is fun and we are bound to be very enjoyable by all members of the family.

For use with Joystick and keyboard.

## Bengo 56.00

An exciting program for the unexpended Vic 20, which combines fast moving strategy and reflex skills. You must control Bengo the super Chimera against the dreadful snow fell - Half Island and Half Island the Yell can smelt a good Fismo lunch - the only protection Bengo has is to hug huge blocks of ice across the frozen water at the Yell.

— Don't get distracted — or you'll be personally responsible for the demise of an Emperor.

For use with Joystick.

## Dracula 48K ORIC £6.00

A superb adventure for the 48K ORIC. This adventure is written in the good old style! No silly graphics, no gratuitous drawings, no distractions from pure mental images of horrendous realms. This excellent fast adventure of the old game will have Orc owners shivering with anticipation and pathos.

Here you need DRACULA into your ORIC will fit.

By keyboard.



# No shocks — Plenty of surprises!

Ms Micro means programs you can trust. Programs that are as exciting when you load them as they look at your dealer. Programs that come proven and refined. Programs that bring you the breathtaking excitement of arcade games with the special extra dimension of real mental challenges — all at the right price. Plus accessories and utilities which extend the value of your computers. Ask for Ms Micro by name at your local dealer. Or order your games direct, post-free, from: **Ms Micro Ltd**, 69 Partington Lane, Swinton, Manchester M27 3AL. Cheques should be made payable to **Ms Micro Limited**. Ring our 24 hour hot-line for payment by Access or Visa on: 061-728 2262.



**Amigo** £6.90  
Vic 20 8K or 16K expansion.

Why Amigo gets you run fast on the Vic 20 you are charging you and they will give you a little more. You must escape OR. You must rescue the Mico, when you run must be taken into the bandits they are lightning fast there and you score de points. You have hole gold gun but a joystick can be fun.

For use with Joystick.



**Digger** £9.90  
Vic 20 8K or 16K expansion.

Your remote viewer shows the path of the professional device digging equipment. Using your computer linked remote control you must guide the digger beneath the earth to collect the rare microdots. Unfortunately the microdots are respected by the microdots who will dig your machine at order to stand to stop its progress. You may be able to kill the microdots by skillfully maneuvering your digger beneath a subterranean obstacle which will then be taking any microdot in its path. This is a true implementation of a popular arcade game. For use with Joystick.



**Humphrey** £9.90  
Vic 20 8K or 16K expansion.

This new game for the ORIC, Model 5 or for the Vic 20 (8K or 16K expansion) and also for C.B.P. 64 involves some tricky decision making. Object of game is to make Humphrey last on all the clues that change their color. Unfortunately Humphrey is being chased by a bounding ANDRIC SCORCH you will soon learn that this deceptively simple game has tremendous addictive properties and quite a high degree of tactical skill.

For use with keyboard or Joystick.



**Mysterious Island** £9.90  
Vic 20 16K.

Escape from prison in a hot or hell-hole — to lead it on Mysterious Island, then the fun really begins. • Deadly Trapped Fields • Killer Bees • Hostile Natives • Hidden Gems • Force Fields • Capture the Paradox • Full Graphic Display • Several Games lead to Daring Clues • Incredible Practice Program • Includes Bank Date Table to show the game to play last.

All successful adventures can claim a unique performance award by sending Ms Micro their first position at the end of the game — By Joystick of Keyboard.



**RAMDAM** £13.90  
Vic 20.

This exciting adventure program which sends normally only work with 3K expansion to work with 8K or 16K expansion. RAMDAM sends Helms to buy a 3K pack if you already own an 8K or 16K. With RAMDAM and a Commodore 386 expansion all these games will run on your Vic 20. • Includes Fantasy Test Program • Free & 3K game — MICROVIDEO for use with Joystick.



**Punchy** £8.90  
Spectrum 48K.

Punchy beat John July for his evil purposes and before him away July called upon the forces of goodness to escape, so with the help of our hero Boley the policeman and the purchase of this line program you must guide Boley across the edge to rescue John July. Let the pipe. Jump over the dog. Leap the alligator pit. Dodge the tomatoes. Kick the orb. Collect the sausages and finally rescue July. By Nempstone Joystick at Keyboard.



**Dragon Tamer** £9.90  
Dragon Tamer 32.

Alcan Main tape and other digital Joystick will be used with the Dragon — giving better response and more control. For the first time your Dragon will be able to reflect your true skills. • Achieve higher game scores • Less Frustration.

Plus to ensure maximum value, Dragon Tamer includes two original games for use with digital Joystick.



**GoldRush** £6.90  
Vic 20 32K.

This graphic adventure program will be and in the words to offer has gold for the successful adventurer. An idea which has been much copied but never equaled. • Fun • Educational • Challenging • Cues • Puzzles • Searches • Fast Reaction Game. For use with keyboard.



The day every pinball fan has been waiting for. That's the Pinball Owners' Association Convention.

A feast of machines old and new will be on show and the 1983 Pinball Wizard will be chosen from the ranks of the associations many acs.

It all takes place at the Old Whitgifts Rugby Club, Cotham Road, South Croydon, on November 6th from 2.30pm until 11pm.

Members bring their favourite machines along to these events — so, it's a chance to some vintage and veteran pin-tables restored with loving care to their former glory. And you'll be able to meet a bunch of people who collectively know more about pinball than almost anyone around.

Entrance to this pinball wonderland is by ticket only, so if you want more details you'll have to write to the Pinball Owners' Association HQ, 'Arcade', 465 Cranbrook Road, Ilford, Essex IG2 6EW.

Meanwhile Bally have released yet another version of the classic Eight Ball De Luxe game, this time called Rotation Eight. This is a cocktail table style machine with some nifty touches. It can take up to four players, who sit around the machine just as if they were sitting at a table. Each player has flipper buttons and a plunger to fire the ball. And here comes the good bit — the playfield rotates to face each player in turn as the game progresses!

Good news for pinball fans is that an old manufacturer of the machines, Game Plan, who stopped making tables some years ago is back in business with a table designed by the American pinball guru Roger C. Sharpe. It's called Sharpshooter and features a picture of the designer disguised as a cowboy on the backglass.

## RIDE THE MAGIC CARPET

Ride on a magic carpet to rescue a beautiful princess held captive in a forbidden tower.

Tales of the Arabian Nights burst into life on the screen of Atari's Arabian. You take on the role of a courageous prince, defying all dangers in this perilous



mission. There are ten screens to beat before you reach the princess.

The levels are called pages, just to add to that fairytale feel, and the first level starts at Page

### ARABIAN

one. This is a snip and the prince has to scale the rigging in order to reach the crow's nest on the top.

On his way he may collect a number of brass jugs, each engraved with a letter of the alphabet. If you can collect them in the correct order the letters will spell out ARABIAN and you are awarded bonus points. If you don't then there are no bonus points, but play continues.

Of course climbing the rigging is not as easy as we've made it sound! There are a number of obstacles which the prince must contend with. Roc birds dive at him in an attempt to knock him from the rigging. Things called Oscars chase him and Danies who fire snowballs at the prince. The Genies also have the ability to become invisible and appear at random. But they can only throw snowballs when they are fully materialised.

When the player has completed page one, page two begins — with the prince on dry land.

It's a very dangerous route to the castle and there is a cave through which the prince must crawl. When not on his hands and knees, avoiding low hanging rocks, the prince is kept occupied swinging or climbing across vines.

## MORE MONKEY BUSINESS

Zoo Keeper has an animal magnetism that arcade experts will find hard to resist!

The player finds himself at a zoo and all the animals are setting their way out! The zoo keeper, Zeke, has a hard time running along the walls replacing buxins which have been eaten away.

But the animals are very swift and some inevitably escape. To survive the escaping animals Zeke has to dodge or jump over them, while still frenetically rebuilding the buxins.

He is also trying to earn bonus points by grabbing watermelons, root beers, and other goodies along the way. And all the while the time fuse is burning! Enough action for you?

In screen two Zeke must leap

### ZOO KEEPER

from ledge to ledge to reach his girlfriend, Zeide, who is held hostage by a coconut-throwing monkey. The ledge moves in opposite directions, and it is all over if Zeke falls.

Zeke still has two more bucks to go to face, teaming with the meanest monkeys you've ever seen. Luckily Zeke can use a net to catch the escaped animals and return them to their cages if he can reach the net!

As the adventures alternate, survival becomes the main theme of the game and is increasingly more difficult. In each of the "buck" screens a more challenging animal with a higher point value is introduced.

On reaching the end of the cave the prince must climb a tree. If he is successful, he can proceed to page three — the gates of the castle.

Scaling the wall poses yet another problem for our intrepid hero. The only way up is to hitch a ride on a series of flying carpets. The prince leaps from carpet to carpet, dodging the low-flying ones which may knock him off!

On page four, the prince at last sees the princess, beckoning him from her lonely tower. To reach her, the prince must ride the flying carpets and climb ropes all the time avoiding his enemies and trying to grab brass jugs to add to his collection. If you make it through this screen — sorry page! — the prince is reunited with his princess and then fly off into the sunset together — on a flying carpet, naturally.



And in each succeeding "ledge" screen the ledges move faster, until finally they become invisible. With only his memory of past ledge patterns in relation to the still-visible bonus objects and coconuts, Zeke must jump from one invisible ledge to another to save Zeide!

"Escalator" screens, in which bonus zoo keepers can be won to help Zeke out, are interspersed between the other screens. Here Zeke must jump over herds of animals — plus an electrical cage — in order to reach one to each escalator, until he can rescue Zeide.

# THE ARCADE OF THE FUTURE?

## S.S. ARCADIA

If you are tired of tatty arcades, in scruffy side streets then join us for a look into the future — at the first of a new breed of super arcades.

The Space Shuttle shaped arcade is the brainchild of leisure complex specialists John and Veronica Fielding and exhibition stand designer Glynn Lecombe.

As yet SS Arcadia is awaiting a buyer — so it could end up at any major sea side resort, but despite the uncertainty about its final home we do know what it will look like.

The interior will be based on the futuristic control bridge of space ships like the USS Enterprise or the Millennium Falcon. Instead of the gadgetry of Hans Solo or Captain Kirk's ships this space craft will be packed with all the latest arcade games.

The designers estimate there will be between one and two hundred machines on board.

But Space Invaders and Pac Man will be only part of the



attraction of the SS Arcadia. Stepping aboard the ship will be like journeying into space. The windows will have space scenes projected onto them showing planets looming in distant space and meteors hurtling past.

A bank of home computers are also expected to be incorporated into the final plan offering a number of educational challenges with a space theme.

There will be no entrance fee — instead you purchase a certain amount of tokens to insert into the arcade machines whilst on board.

Glynn Lecombe will be organising construction of the SS Arcadia — when partners John and Veronica Fielding of C&C Associates find a buyer.

The shell of the ship will be made of reinforced PVC, on a wooden frame, with a skeleton of inflated tubes beneath the surface of the PVC which will keep the whole structure taut due to air being constantly pumped into it.

About the length of nine double decker buses and three buses high, SS Arcadia will be manufactured in kit form in Rich-

mond by Lecombe's company — Riverside Joinery.

The cutting of the various sections will take about six months. When the site has been chosen the parts will be ferried there by a fleet of lorries and Riverside's men will take about a month to assemble the ship.

SS Arcadia is the first American-style super arcade to be planned for the UK.

In America, theme arcades are catching on in a big way. Nolan Bushnell — the man who launched that little company called Atari and who also invented the first coin operated video game — is about to make himself a second fortune with Chuck E. Cheese's Pizza Theatre.

The fantasy emporium is an exciting blend of all the latest arcade games, fast food, and a cast of performing Disney style robots.

The Fieldings and Glynn Lecombe are convinced that SS Arcadia type developments are what games players want.

What do you think? If you have a positive view on which the standards of arcades could be improved why not write to us and air your views.



This is S.S. Arcadia. Above you see what the space-ship arcade will look like when constructed. Our colour picture at the top of the page shows how Veronica Fielding and Glynn Lecombe envisage the interior of this arcade of the future.

## DRIVE A LASER RACER!

Making arcade games is getting more like making films as the new generation of laser games begin to take over from the now outmoded computer graphics video game.

The second laser disc game to arrive in Britain was filmed at a Tokyo race track in a specially staged race using real grand prix cars.

Atari's Grand Prix is the latest "sit down and drive" race game and should provide stiff competition for Atari's top grossing Pole Position.

When the race had been

### GRAND PRIX

filmed the action was transferred to laser disc and the player's car superimposed on the original film.

A microprocessor controls the action in the game — switching to a crash, a spin or whatever is the appropriate piece of film depending on the players reactions.

Grand Prix will be in the credits before Christmas — but you'd better save up your ten penny pieces as you are likely to need four of them to drive this car.



## WE WANT YOUR HI-SCORES

Calling all arcade hot-shots! Don't hide your light under a Pac-Man machine — tell us how good you are! You've been getting a bit slow sanding in your high-scores lately, but remember we want to hear from you.

Tell us your scores on your favourite machines and don't forget to include your name and address with your letter.

We'd also like to hear from you if you've got any tips on playing arcade games — we'll try and print them in this section of the magazine to give more of you a chance to make those high scores even higher!

Send your scores to Arcade Hi-Scores, Computer and Video Games, Durrant House, 8 Harbal Hill, London EC1R 5EJ.

# SPECTRUM

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from SPECTRUM

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Now from SPECTRUM - the PROTEK Joystick Interface for the ZX SPECTRUM - ONLY £14.95

### Budget Price JOYSTICKS

Now from SPECTRUM - QUICKSHOT Joysticks only £10.95 - see our ad for details.

### ATARI

New 600XL model arriving soon also ATARI VCS Games Machine - see our ad for details.

### PRESTEL

See PRESTEL Page 600181 for up to date information from SPECTRUM.

### NEW SPECTRUM MEMBERS

Check our address pages - there are many new SPECTRUM dealers throughout the UK so there's a good chance there'll be a SPECTRUM centre near you.

### AFTER SALE CARE

SPECTRUM service centres will ensure that should your machine go down we will get it running again as quickly as possible. We also offer extended warranties at reasonable prices too - ask your SPECTRUM HOME COMPUTER CENTRE for full details.

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For prospective Computer dealers!! If you would like to know more about becoming a SPECTRUM APPOINTED DEALER or our exclusive area basis, please write to MIKE STERN, Spectrum (UK) Ltd, Eurofield, Welwyn Garden City, Herts or telephone (0707) 3134761.

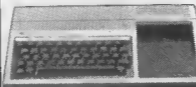
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### - 64 -



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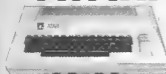
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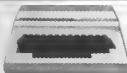
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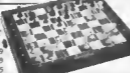
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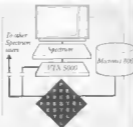
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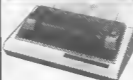
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## IS THIS THE END OF THE BOOM?

Christmas could signal the end of the huge boom in video games if Britain follows the trend set in the States where sales of low cost micros have plummeted and the market for TV games has all but vanished.

Atari and Mattel are fighting tooth and nail for a larger share of the shrinking TV game market by slashing prices and including special offers in their basic packages.

You can now pick up an Atari VCS for £69.95, a reduction of £20, and you get a copy of the wildly successful Pac-Man cartridge free.

Atari's deadly rival, the Intel-

visipac system from Mattel has almost halved in price in the last 18 months and is now sold with the Voice Synthesis add-on which until recently cost over £50.

This price war was not just sparked off by keen competition between the two companies — but the appearance of the Colecovision games console.

Atari have already decided to scrap plans to launch their new advanced TV game system, the Atari 5200, in Britain, because of its lack of success across the Atlantic in the face of fierce competition from the Colecovision.

The future for Atari's ageing 2600 doesn't look too rosy either now that Coleco have announced plans to release an expansion module which allows Coleco owners to use Atari cartridges with their machine.

Sales of TV games in America aren't the only ones to suffer. It seems that American consumers are turning their backs on cheap micros, the Texas and Atari in particular, and choosing more expensive machines like the Commodore 64. In some parts of the USA the 64 outsells the Atari by 100 to 1.

One event in this price war that could be of great interest to

British video-gamers is Commodore's announcement of sweeping price cuts on all their cartridge based software.

Cartridges for the Vic 20 and the CBM 64 have been slashed to £10—£20 cheaper than the Atari range. However, Commodore don't have many hit games in their line up so it will be interesting to see just how Atari reacts.

In Britain as well as the States and if Atari still want to be a major force we think they will have to follow suit. Now wouldn't that be a sight for sore wallets?

## BIG NAMES BOOST PARKER GAMES

Parker has announced its Autumn range of game titles, which include two new Star Wars games and one based on the Lord of the Rings.

They've launched a total of 17 new games which run on the Atari, Coleco and Philips home video game systems.

Some of the games have also been converted for the Vic, Atari 400/800 and the IBM personal computer.

New games appearing shortly are Spiderman, two new Star Wars games, Popeye and Lord of the Rings.

Tutankham, a new twist on the

old legend of King Tut's tomb and already a popular arcade game, will be available for the Vic and Atari 400/800 shortly, and for the Coleco and Philips 67000 in the first quarter of next year.

Q\*bert is the most recent addition to the list, and is thought by many to be the most popular game since Pac Man.

Agon this has been licensed from the arcade machine at a cost of around \$4m, which is the going rate for a good license nowadays.

Parker also launched their Video Games Challenge at the Home Entertainment Spectacular

held in London recently. The challenge features such games as Q\*bert, Frogger, Popeye and the new Scramble style game Super Cobra.

There will be ten regional heats and you can qualify by playing the games at selected stores yet to be announced.

The finals will be held next spring in London and first prize is a trip to the good old U.S. of A, with a trip to Disney World and to Cape Canaveral thrown in.

The first of the new releases are already available, with more to follow. Average price will be around £34.95.



### TOP TEN

1	Cantipede Atari
2	Donkey Kong cas
3	River Raid Activision
4	Galaxiana Atari
5	Ms Pacman Atari
6	Phoenix Atari
7	Vanguard Atari
8	BurgerTime Mattel
9	Gorf cas
10	Koysione Kapers Activision

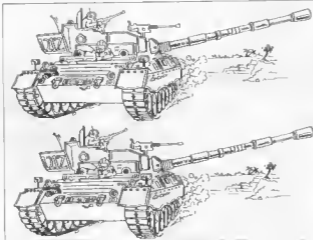
## READY FOR THE TERRIBLE TANKS?

If our Joystick Jury review of the new Battle Zone cartridge made you wish you had a spare £30 then we've got some good news for you.

Our friends at Atari have agreed to give ten spanking new Battle Zone cartridges to the first people who can spot the six differences between the two tanks drawn by artist Ross Collins.

Simply draw a ring around the differences with a ball point pen, cut out the drawing and send it off to us without delay. Tank A is the control vehicle, please ring the differences on Tank B.

Remember to write your name and address clearly on your entry. Normal C&VG competition rules apply.





# WINNING WORLD CHAMPS!

The United Kingdom pulled off an amazing double in Munich to take both junior and senior titles in the World Video Games Championships.

The games this year attracted the toughest competition ever with entrants from twenty-one countries including such far flung places as Hong Kong, Puerto Rico and Norway.

Bringing back the medals to England and Scotland were 14-year-old Stuart Murray from Aberdeen and 19-year-old Andrew Brazzinski from Middlesbrough.

The games were sponsored by Alan, who met all the finalists' expenses including flights for them and one grand plus three nights in Munich's top hotel.

The lucky contestants had qualified for the game by beating all-comers in their own Countries.

In true Olympic fashion the finalists were taken on a sight-seeing tour around the host city of Munich. For this purpose Alan took over six frams and decked them out in stickers, streamers and bunting and topped the whole thing off with a Bavarian band, delicious German food and never emptying mugs of frothing beer.

It was an afternoon that the finalists and the people of Munich who stared in amazement will not forget in a hurry.

Next day the serious business of playing games began in earnest with many of the contestants firing away on the practice machines at 6.30 in the morning!

It was a tense day for Andrew and Stuart who had to sweat it out at 5.00pm before downing the first competition spider in the chosen Centipede cartridge.

Both were masters of the game — but demonstrated completely different styles.

Andrew, a cool customer, never looked disturbed. He even took time to glance at his watch to check his time/score ratio.

Stuart, in complete contrast was edgy, obviously feeling the tension and tutting loudly at himself when not extracting the



Atteyes on the contestants.



Well done! Stuart is congratulated by one of the organisers.

maximum points from a spider.

Time was crucial as each player was only allowed 15 minutes in the qualifying heat to notch up his best score.

From the starting gong Andrew Brazzinski looked like a clear winner — thousands of points ahead after only four minutes.

Stuart's qualifier seemed to bring out the best in the competition with the player from Hong Kong looking like the favourite for the final. But Stuart was not to be deterred, he improved by the minute and battled back to win a place in the final.

As the gong for the final of the junior section sounded, the crowd that gathered around Stuart Murray soon realised they were watching a new, more determined player. Still tutting, but more confident, taking risks and making them pay.

The competition soon became a two-horse race with Hong Kong Centipede ace Shui Fan Gr



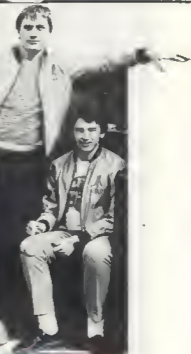
Game gazer, Andrew Brazzinski concentrates on the creepy crawler.

just over a thousand points behind Stuart for the duration. One slip and the lead would be lost.

With just 30 seconds to go the outcome was still in doubt, so the final gong came as a welcome relief. One down — one to go.

I chatted to Andrew's two brothers as the senior final got under way. John had come with Andrew on the plane thanks to Alan and older brother Richard, determined to be there to cheer his brother on had hitch-hiked all the way from Middlesbrough.

The brothers were concerned that Andrew's position as clear favourite would lead to distractions from press photographers and noise from a group of American Atari executives who were taking bets on possible winners!



Stuart Murray gets a spider in his sights.

Despite the distractions, Andrew walked away with the senior title. Slightly under his best score and a thousand points behind Stuart Murray's medal winning performance, but enough to have the entire British delegation — the C&VG reporter included — jumping with joy.

Both winners received a world champion medal and a trip for two to the Olympic games in Los Angeles next summer. Well done Stuart and Andrew, everyone at C&VG is proud of you.

And the British supporters continued the celebrations well into the next morning!

# The new boy from Acorn already has a gang of playmates.

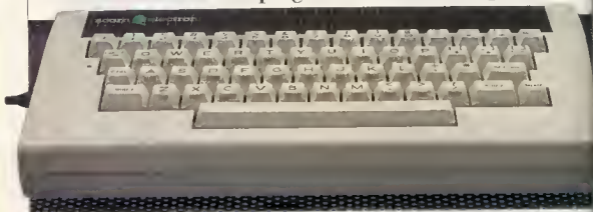
The Acorn Electron, Britain's most exciting new home micro, already has a range of software programs specially designed for it by Acornsoft, makers of software for the BBC Micro.

There are six mind-boggling games, two programming languages, two exciting graphics cassettes, a home educational program and a personal money management program.

All of which will soon help familiarize you with the Electron and show you how to get the maximum enjoyment out of it straight from the word go.

Of course, we'll be constantly designing new software to help you fully realise the Electron's limitless potential.

You'll find all the programs featured here, plus the full



The Electron. The new boy from Acorn.



range of programs for the BBC Micro, available at selected W.H. Smith branches and at your local Acorn stockist. (To find out where they are call 01-200 0200.)

Alternatively, you can send off for the Acornsoft Electron or BBC Micro catalogue, by writing to:  
 Acornsoft, c/o Vector Marketing, Denington Estate,  
 Wellingborough, Northants  
 NN8 2RL.

**ACORNSOFT**

# VIDEO



## ACTION IN WEB WARS!

Wing your way to adventure in Web Wars the latest and best game — so far — for the Vectrex system

You are the Hawk King flying through a gigantic web hanging in space. Strange alien creatures — protected by deadly drones — inhabit this web. Your mission is to capture them and take them back to your trophy room where they remain imprisoned as permanent reminders of your bravery in the face of cosmic danger!

You have to overcome the convoys of guardian Drones, get the better of the dreadful fire-breathing Cosmic Dragons and escape through a square portal which appears after each capture.

While flying around the outer areas of the web you, as the Hawk King, will spot an alien in the distance winging its way towards you from the web's centre.

As it closes in you launch into attack — flying down the web, blasting away at the Drones you position the Hawk King until it is

fire-balls at you with amazing accuracy. It is impervious to your blasters and the best chance of survival is to quickly capture a creature and escape through the portal before it reaches the outer rim of the web.

After each capture your speed of flight increases — the more creatures captured the faster the game becomes. Your speed also increases dramatically when you fly into the web, with the Hawk King hurtling towards the centre at near impossible speeds.

Heed on collisions are most likely to happen at this point and it is often safer to remain near the outer edges where the pace is slower.

Control is by the stubby Vectrex joystick and I found it quite difficult to manoeuvre the Hawk

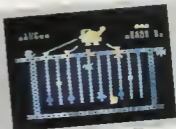
King accurately. However, this doesn't detract from Web Wars which is a very fast and addictive game.

Web Wars is produced for the Vectrex by Milton Bradley and is available from all leading retail outlets at £22.50.

### THE VERDICT

Best game yet for the ever improving Vectrex system

- |            |         |
|------------|---------|
| ● Action   | ↑ ↑ ↑ ↑ |
| ● Graphics | ↑ ↑ ↑   |
| ● Addition | ↑ ↑ ↑   |
| ● Theme    | ↑ ↑ ↑   |



DONKEY KONG JNR



KEYSTONE CAPERS



BATTLE ZONE



O'BERT



WEB WARS



HAPPY TRAILS



## MEET SON OF KONG!

Deep in the video game jungle Donkey Kong Junior is out to rescue his big daddy — captured by mean old Mario!

For those of you who haven't stumbled across this game in the arcades it's the sequel to Donkey Kong — and this conversion for the Coleco is a really close copy of the arcade original.

Junior has to travel from screen to screen grabbing keys to Papa Kong's cage. But Mario keeps pushing the cage away just when Junior is about to save his dad.

Once all the keys are in the lock Mario annoyingly comes back to screen one again — and Junior moves on to the final and most elaborate screen of the game. This screen includes a high powered jump board, moving platforms, chains and those nasty Nipperkins!

Little Kong has a few weapons to help him — but you'll have to play the game to find out what they are.

Once you've mastered these three screens the game goes back to screen one and the action gets faster and wilder!

I found the game exciting and challenging. This version is for one or two players and has four skill levels. Coleco's Donkey Kong Junior based on the original made by Nintendo, is available at £29.99.

### THE VERDICT

A challenging new addition to the Coleco range. Worth taking a look at.

- Action 2.5
- Graphics 2.5
- Addition 2.5
- Theme 2.5

## READY FOR THE TANKS?

It's taken a long time coming but Battle Zone has at last been converted for the Atari VCS.

One obvious and quite welcome change from the original machine is the inclusion of full

colour graphics.

Apart from the addition of colour the Atari cartridge follows the theme of the arcade original religiously. The top of the screen houses the radar scanner allowing the player to keep a track of the enemy's movements.

You control the last remaining tank in your company's division. The impossible task that faces you is to destroy the opposing tanks which attack from all directions, even from behind.

The tank can be moved in four directions: left, right, forwards and backwards. Enemy tanks are destroyed by placing your gun sight over the target and firing a shell. Tanks that sneak up from behind have to be dealt with quickly because the enemy has no qualms about shooting you in the back.

As the game progresses his reinforcements are brought in. These include flying saucers which don't threaten your safety but are difficult to destroy and yellow space invaders type creatures who move at speed.

One feature of the game I didn't like was the flashing effect produced after the tank had been blown up. I thought it was messy and after a few games it really started to get on my nerves.

### THE VERDICT

An excellent reproduction of the arcade original considering the limitations of the Atari VCS.

- Action 3.5
- Graphics 3.5
- Addition 3.5
- Theme 3.5

## CATCH THE ROBBER!

Stop thief! The whistle blows and Kelly the cop goes into action in this Cops 'n' Robbers game for the Atari VCS.

You play Kelly the Keystone Cop whose one aim in life is to stop Flash Harry Hooligan getting away with the loot. Kelly is responsible for all three floors of a department store and Flash Harry leads him on a mad chase through the building.

Various obstacles are placed in Kelly's path, including bouncing beach balls, low flying biplanes and rampant shopping trolleys, all of which our energetic cop has to avoid.

The more robbers Kelly catches the faster the game becomes. Shopping trolleys and planes whizzing towards the cop in convoys and at alarming speeds. The beach balls also bounce much higher and Kelly has to do some frantic leaping and dodging.

Kelly has three lives to each game and a time limit of 50 seconds to catch each robber. Keystone Kapers is available from Activision for the Atari VCS at £27.95.

### THE VERDICT

An easy game to get into — but will the magic last?

- Action 3.5
- Graphics 3.5
- Addition 3.5
- Theme 3.5

## MR Q IS A WINNER

Cursing Q\*Bert swore he'd get out of the arcades and here he is smaller than life and just as valuable on the Colecovision.

If Q\*Bert's mutterings made him bad company in the arcades, his language hasn't modified much on the home screen either — but then he's still got just as much to swear about.

Coly's made the journey to the Coleco too as have all the rest of his dastardly crimes.

All the action takes place on a pyramid of cubes. Q\*Bert jumps around on the pyramid cubes' upturned faces, starting at the top and working his way around until he has visited every cube.

He is not only capable of turning the air blue, he can also turn the surfaces a different colour so it is easy to see where he's been. But danger lurks in the guise of bouncing balls which drop down the pyramid and will finish off Q\*Bert (in a bout of bad language) should they meet. One of these, the purple Colly, does not bounce off the edge but turns into a snake at the end and sets off in pursuit of Q\*Bert. It looks grim but our hero can escape by jumping off the pyramid onto a hovering circle which lifts him back to the pyramid top. Colly, attempting to follow and, fails to his death.

Every completed screen brings something new to the game and after four screens, level II offers a new challenge, this time the

squares have to be jumped on twice to achieve a clearance.

There's plenty of horrors, masses of addiction and lashings of good old clean fun for £34.95 from Parker, their first cartridge for the Coleco.

My only criticism resides in the snitability of the Coleco eight-way joystick for this game because it's all too easy to jump the wrong way and oh

### THE VERDICT

Rush out and get it!

- Action 4.5
- Graphics 4.5
- Addition 4.5
- Theme 4.5

## HAPPY TIME OUT WEST!

I long for a home where the buffalo roam and the sky is cloudy all day! Well maybe not. But Happy Trails, the latest game for the Intellivision will give you a taste for the Wild West.

Remember those little plastic games you used to get in Christmas crackers. The ones where you have to move small squares around in a bigger square to get the correct sequence of numbers, letters or colours? Well, Happy Trails is a bit like that. Except that this time you have to manipulate the squares to provide the hero of Happy Trails, the Sheriff of the Badlands, the most direct route to the villainous Black Bart and his stolen loot. You have to arrange the best route for the Sheriff so he can collect the cash and catch Bart.

As the game progresses the play area gets larger and the speed increases. This means that instead of being able to move four blocks of land to create a route you can have up to 32 pieces of the jigsaw puzzle that can be moved!

A splendid game incorporating speed of reaction with a large degree of strategy and planning.

Happy Trails is in the shops now at £29.95 for the Intellivision video games console.

### THE VERDICT

Best Intellivision release since BurgerTime.

- Action 4.5
- Graphics 4.5
- Addition 4.5
- Theme 4.5

**The REAL Challenge!**  
For your ORIC or SPECTRUM

[illegible]

# Challenge!

FOR YOUR ORIC or SPECTRUM

**Quincy** A superb dice game for 2 to 6 players. 3 throws per go to try and score points by obtaining certain combinations. 1 of a kind a run pairs etc. 13 goes to complete a game. The highest score is the winner but it's a game that's easy to learn but can be won by skillful and thoughtful play. Full colour graphics on screen instructions bonus scores etc.  
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Author - Adrian Sheppard  
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# Easy to play, hard to beat, impossible to equal.



In numerous magazine surveys, and in a national daily, one chess computer was constantly named 'best buy.' The same computer, rated for skill by the U.S. Chess Federation, was officially placed in the top 15% of all club players.

The computer? Sensory Chess Challenger 9—from CGL. **NATURAL TALENT**

Sensory 9 makes play as natural as possible. Just a gentle press of the piece on the square tells the computer your move; its own move is marked with a discreet light and a 'beep'—or if you prefer, in silence. All you do is play. **TRAINING SKILLS**

Sensory 9 is not just a provocative opponent—it's a powerful teaching aid too. Try working through the 9 skill levels, changing levels in mid-game. Ask it to suggest

moves—show its thinking process—even change sides. It predicts Mate up to 7 moves ahead—verifies previous moves—and can take back up to 22 half-moves per game. Sensory 9 will even referee between two humans, useful for junior players!

## **PLUG-IN LIBRARY**

Another of the Sensory 9's important features is its ability to accept an increasingly wide range of plug-in cartridges, to update and enhance the computer's capability.

Already on cartridge you can add an extra 16,000 Book Opening moves, try Blitz Chess, Theoretical Chess Endings, Queens Gambit, or the Sicilian Variation... the list develops all the time.

## **THE MASTER'S CHOICE**

Whether you're a learner, a club player, or even a master, you can get so much out of the Sensory 9. Tighten your game, tackle problems, explore theory, or just play, in glorious solitude, anywhere—on mains, or battery power.

How much? Just \$169.95 (rrp) including pieces, instruction manual and mains power adaptor. The Sensory 9 is just one of 8 CGL chess computers from pocket-size to table-top.

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# BORED WITH BL

Give your trigger finger a rest and take a look at an a in space. We look at a game that existed long before

BY JONATHAN  
CALDER

**Y**OU don't have to spend all your time on computers zapping aliens. When you've saved the universe from the forces of darkness a few hundred times, you might want to play a more intellectually challenging and rewarding game. If you do, then chess is one of the more obvious choices.

The fascination of the game of chess has lasted for centuries and, when it comes to individuals, this fascination tends to be lifelong. So it's a good bet that any money you spend on chess now will be an investment which will pay dividends for a long time to come.

This is why anyone who is interested in computers and also interested in chess should think very seriously about the latest generation of **dedicated** chess computers now available.

They bring the owner a whole fistful of benefits, not the least of which is an ever available opponent whenever you need one. How often have you wanted a game of chess but had no-one to play with?

The first question almost everyone asks about chess computers is "How good are they?". The answer to this is that state of the art chess computers are now as strong as very good chess club players at their very highest playing levels.

So unless you play chess seriously every week you almost certainly will be struggling to beat good chess computers on their top levels and will have a very searching game on their lower levels. In fact ultimate strength of play isn't all that should be considered by the would be purchaser by any means.

One really important point is to buy a chess computer that has a wide range of playing strengths so that not only can you be sure of finding a level that will give you an even well balanced game but that other members of your family can play at levels appropriate to them.

Such a computer should also give you the choice of a game lasting a few minutes — useful for lightning chess fanatics — or a whole evening.

Another feature that you should be looking for is the ability to update the machine. In the early years of chess computers (even until last year) the state of the art developed so quickly that anyone who bought a chess computer found that something much better came on to the market about six months later.

Nowadays the best chess computer, like CONCHESS, have both their prog-

ram and their micro-processor in a detachable cartridge. This means that the owner can take advantage of any developments in chess programming or micro-chip technology at a fraction of the cost of a new chess computer.

All he has to do is buy a new cartridge and when he feels inclined in order to keep fully up to date with developments. You should certainly look for this comprehensive updatability in any machine you buy — it will save you money.

If then you're buying a machine to last in effect a lifetime then you really ought to be thinking of its appearance too. You want a machine that can happily be out on display in the home, almost as part of the furniture, and not a Heath Robinson version that has to be hidden away whenever you've finished playing with it.

This points you towards a chess computer finished in wood rather than one of the "high-tech" machines. After all, nowadays, there is no need to let everybody know you are a computer freak, computers in the home are no longer remarkable.

Producing a machine that can play chess like a grand master — still an unfulfilled dream — has always been the ultimate challenge.

In the 1960s and early 1970s a number of quite strong Chess programs were developed on huge number crunching mainframe processors.

Nowadays however, a Chess playing computer doesn't have to be the size of a small house. The advance of micro-chip technology has meant that you can have a free standing — or dedicated — Chess computer sitting on your living room table. Over the five years that these have been available, great strides have been made. Below we offer you a guide to what is available today.

#### Challenger

A series of American machines, ranging from the weakest to the strongest of available computers. The buyer should be careful as there are a lot of outdated models still about, but the more recent machines represent good value.

#### CONCHESS

International design. The cheapest fully sensory boards available and the only machines yet to appear with updatable hardware as well as software. All this together with a strong program

Not only should you look for a computer that is good to look at, you also should seek one that is easy to play with. The best sort of computers are the fully automatically sensory ones. You simply pick up a piece and move it in the normal chess way. The computer senses automatically which square you have moved your piece from and to.

These have no squares to push down; no buttons to press, or keys to punch. Anything less than this ideal arrangement is likely to become unnecessarily urksome and tedious over the years.

There are a number of very cheap machines on the market, some of them costing as little as £20-£30, but if you're thinking of getting one of these you should be clear what you would be buying. These are executive toys, either suitable for beginners or as an ideal thing for long flights, but they have little to offer the more serious minded chess player. To get a good chess computer you must be prepared to pay at least £150.

A lot of people will tell you that there is no need to get a dedicated machine as all you need only buy a chess program for your home computer. This, of course, a much cheaper option, but then you would be getting a great deal less

with delightfully designed classic rosewood boards have made these machines a best seller.

#### Mephisto

A German machine equipped with a program that makes some attempt to follow human thought processes. As yet the results have been relatively disappointing especially as the models are quite a bit more expensive than most.

#### NOVAG

Made in Hong Kong, this range of cheaper machines vary greatly in performance. The Constellation is by all reports a strong program. How reliable it will be remains to be seen — some of the earlier models from other Hong Kong manufacturers were a problem in this area.

#### La Rejanca

This French machine is about to appear in Britain. Early reports of it are encouraging with a good program and an elegantly designed board.

#### Scotsy

Again a range of machines appears under this name. Their Mark VI may appeal to the Chess fanatic because of its comprehensive range of features, but the average player may find it a bit bewildering.

# ASTING?

Alternative to all those shoot-outs  
those little green men

for your money.

It is safe to say that no program for a home computer is as good as a top class dedicated machine. This is partly because a lot of the power and the memory in a micro-program are taken up in handling the graphic display and partly because, while the manufacturer of a dedicated chess computer lives or dies by the quality of its program, to a software house, a chess program will be only one among hundreds of a variety of products.

It should also be remembered that playing chess on a screen is a lot more difficult than playing on a real board, (especially given some of the graphics one sees even now); it's a lot harder to visualise possibilities, for instance. Chess really is a three dimensional game where one needs and wants to be able to handle and feel the pieces on a good sized board.

Contemporary Chess Computers will be more than pleased to provide any further information about chess computers. Telephona or writa to Contemporary Chess Computers, 2-3 Noble Corner (Off Upper Sutton Lane), Great West Road, Middlesex TW5 0PA. (Tel: 01-577 1700).



Three of the Contemporary Chess Computers range. Top, the Ambassador. Centre, the smallest model in the range called the Ecortier, and finally, the top of the range Monarch.

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VIC 20



We've been telling all you vidkids out there just how good that old fashioned arcade game Pinball is for some time now. But here's your chance to get a taste of the game on your micro. It's got all the features of the original — apart from the colourful cabinet and backslap that is!

As in the arcade original the main aim of this pinball game is to score as many points as you can. You get five balls to play with. The playfield includes several bumpers and targets which score varying points when you hit them. A major difference from the arcade machine is the bat you get at the bottom of the playfield which replaces the usual flippers on proper pinball machines.

The bat is controlled by the Z and C keys. Accurate positioning of the bat in key positions will score high points. There is a two player option and a high score routine. To increase the speed of the bat and ball simply leave out the REM statements.

# Pinball



BY JIM WILLEY

RUNS ON A SHARP MZ80K IN 4K

```

MODIFICATIONS TO PINBALL FOR M280K
135PRINT"SMALL OR LARGE BAT"
136GETBT$:IFBT$=""THEN136
137IFBT$="S"THENBT=1
138BT=0
2701FPEEK(17828)=90THENPOKEM,64:POKEM+1,64:M=M-2:IFM<55121THEN M=M+2
2801FPEEK(17828)=67THENPOKEM,64:POKEM+1,64:M=M+2:IFM<55139THENM=M-2
289IFBT=1THEN292
290POKEM-1,211:POKEM,211:POKEM+1,211
291GOTO300
292POKEM,211:POKEM+1,211:POKEM-1,64:POKE55121,211
550GOTO130
765IFBT<>1then770
766PRINT"

```

```

10 POKE 10167,1:TEMP07
20 DIM T(2):SC(2):PPINT"000000"
30 PPINT"
40 PRINT"
50 PPINT"
60 PRINT"
70 FORH=1TO500:NEXTH
80 FORH=1TO33:MUSIC="A1":PRINT".":NEXTH
90 PRINT"  MOVE BAT:Z-LEFT,C-RIGHT"
100 PRINT"  (SPACE BAR TO FIRE BALL."
110 PRINT"  (1/2) PLAYERS?"
120 GETFL:IF<PL<1>+<PL>2>THEN120
130 PRINT"0"
140 SC(1)=0:SC(2)=0:T(1)=0:T(2)=29:M=55130:E=0:GOSUB560
150 FOPI=1TO5
160 FORJ=1TOPL
170 FORH=1TO5:PPINT"0":TAB(T(J)+7):"  MUSIC""A1":PPINT"00":J:NEXTH
180 GOSUB1160
190 X=54514:Y=25
200 REM*****MOVE-BALL*****
210 X=X+X1:Y=Y+Y1:POKEX+Y-X1-Y1,64:FOR EX+Y,71
220 REM*****HIT-WALLS*****
230 IFPEEK(X+Y+X1)=208THENX1=1+X1
240 IFPEEK(X+Y+Y1)=208THENY1=-1
250 REM*****MOVE-BAT*****
260 GET2#
270 IFPEEK(17828)=90THENPOKEM+1,64:M=M-1:IFM<55121THENM=M+1
280 IFPEEK(17828)=67THENPOKEM-1,64:M=M+1:IFM<55139THENM=M-1
290 POKEM-1,211:POKEM,211:POKEM+1,211
300 REM*****CHECK-BAT*****
310 IFX+Y+Y1=HTHENX1=0:Y1=-40
320 IF(X+Y+Y1=M-1)+(Y+Y+Y1+Y1=M-1)THENX1=1:Y1=-40
330 IF(X+Y+Y1=M+1)+(Y+Y+Y1+X1=M+1)THENX1=-1:Y1=-40
340 REM*****CHECK-PIN*****
350 IFPEEK(X+Y+X1)=66GOSUB810
360 IFPEEK(X+Y+Y1+Y1)=62GOSUB870
370 IFPEEK(X+Y+X1+Y1)=72GOSUB930
380 REM*****LOST-BALL*****
390 IFX+Y=55152THEN210
400 GOSUB1040
410 NEXTJ:NEXTI
420 REM*****END-ROUTINE*****
430 FORJ=1TO2
440 IFSC(J)>HITHENHI=SC(J):PRINT"000000":TAB(30):HI:"00":TAB(T(J)):HI=SCORE"
450 NEXTJ
460 IF(SC(1))=SC(2)+(PL=2)THENPRINT"0":TAB(T(1)):MELLOONE"
470 IFSC(2)=SC(1)THENPRINT"0":TAB(T(2)):MELLOONE"
480 PRINT"00000000":TAB(31):"RESTART"
490 PRINTTAB(33):"Y"
500 GETA#:IFA#=""THEN500
510 IFA#="N"THENPRINT"0":END
520 PRINT"00":TAB(30):" 1 2 "
530 PRINTTAB(31):"PLAYERS?"
540 GETFL:IF<PL<1>+<PL>2>THEN540
550 GOTO140
560 PRINT"PLAYER 1:
570 PRINT"SCORE:

```

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710 PRINT"
720 PRINT"
730 PRINT"
740 PRINT"
750 PRINT"
760 PRINT"
770 PRINT"
780 PRINT"
790 PRINT"

```

```

800 REM*****PIH-ROUTINE*****

```

```

810 POKE X+Y+1,74
820 SC(J)=SC(J)+200:GOSUB1020:MUSIC"=E1"
830 POKE X+Y+1,68
840 N1=X1+1:Y1=96H:INT:END:J+5+1+40
850 IF PEEK(X+Y+1+Y1)=208+PEEK(X+Y+1+Y1)=68)THEN840
860 RETURN
870 POKE X+Y+1+Y1,74
880 SC(J)=SC(J)+200:GOSUB1020:MUSIC"=E1"
890 POKE X+Y+1+Y1,68
900 N1=INT(RND(1)+3)-1:Y1=Y1+1
910 IF PEEK(X+Y+1+Y1)=208+PEEK(X+Y+1+Y1)=68)THEN900
920 RETURN
930 POKE X+1,64
940 FOFH=1T010
950 POKE X+Y+1+Y1,107
960 SC(J)=SC(J)+300:GOSUB1020
970 POKE X+Y+1+Y1,72
980 USP(68)
990 NENTH

```

```

1000 MUSIC"=A1":N1=0:Y1=40:RETURN
1010 REM*****SCOPE-ROUTINE*****
1020 PRINT"000":TAB(1):SC(J):RETURN
1030 REM*****LOST-BALL-ROUTINE*****
1040 FOFH=1T070:POKE55197+H,154:MUSIC"=A1":NENTH:MUSIC"=E1"
1050 N1=1:Y1=0:Y=V+1
1060 POKE X+Y+1,64:POKE X+Y,71
1070 FOFH=1T050:NENTH
1080 N=X+X1:Y=V+Y1
1090 IF PEEK(X+Y)=208+PEEK(X+Y)=71)THEN1110
1100 GOTO1050
1110 FOFH=30T01STEP-1:POKE55197+H,155:MUSIC"=B1":NENTH
1120 IF PL=2+J=1)THEN FOFH=5402+8,71
1130 IF PL=1 THEN B=B-1
1140 RETURN
1150 REM*****LOAD-BALL-ROUTINE*****

```

```

1160 FLAG=1
1170 GETZ#
1180 IF PEEK(17828)=32 THEN POKE54077,64:POKE54117,80:POKE55556,64
1190 IF PEEK(17828)=32 THEN POKE54077,71:POKE54082+8,64:FLAG=0:GOTO1170
1200 IF FLAG=1 THEN1170
1210 IF PL=2+(J=2) THEN B=B-1
1220 POKE54117,64:POKE54077,80
1230 X=54037:Y=0:N1=0:Y1=-40
1240 FOFH=1T011:X=X+X1:Y=V+Y1:FOEX=X+Y+1,64:FOEY=X+Y,71:NENTH
1250 N1=-1:Y1=-40
1260 X=X+1:Y=V+Y1:POEX=X+Y+1,64:POEY=X+Y,71
1270 X=X+X1:Y=V+Y1:POEX=X+Y+1,64:POEY=X+Y,71:RETURN

```



Illustration: Doris Goss

```

10 GO SUB 9000 REM graphics
20 LET h=0 BORDER 0 PAPER 4.
CLS
30 CLS PRINT AT 0,0;"drABBIT
RAIDD" GO SUB 8500. REM initia
ze
40 LET s=0 PRINT #0,"weasel s
peed (/ifast=9=slow)" PAUSE 0.
LET k=CODE INKEY$-48 IF NOT K 0
R K>9 THEN INPUT " .. GO TO 40

50 INPUT "
"
60 LET v=5. LET w=5
70 FOR n=1 TO 5: PRINT AT n,0:
PAPER 5;.. NEXT n
75 PRINT AT 2.15; PAPER 8;"HI
":h
80 LET x=20 LET y=20
100 FOR j=29 TO 1 STEP -1. PRIN
T AT 5.1; PAPER 5; INK 4;" f",AT
5.1; INK 0;"e"
110 GO SUB 200: REM move rabbit
120 PRINT AT x,y PAPER 8: INK
7;"b"
125 LET z=z+1 PRINT PAPER 5.A
T 2.0,"IUP "s
130 BEEP .0005.60
135 IF x=v AND y=w THEN GO TO
7000
140 GO SUB 300 REM alter maze
145 LET k=k-.001
150 IF x=5 AND y=j THEN GO TO
7000
160 GO SUB 400 PRINT AT v,w, P
APER 8. INK 5;"a"

```

```

170 PRINT AT x,y. PAPER 8;" "
180 NEXT j
190 PRINT AT 5.1. PAPER 5: INK
4;"f" GO TO 100
200 IF INKEY$="5" AND m$(x,y-1
)"h" THEN LET y=y-1
210 IF INKEY$="8" AND m$(x,y+1
)"h" THEN LET y=y+1
220 IF INKEY$="7" AND m$(x-1,y)
)"h" THEN LET x=x-1
230 IF INKEY$="6" AND m$(x+1,y)
)"h" THEN LET x=x+1
235 IF m$(x,y)="f" THEN LET s
s+10
240 IF m$(x,y)="g" THEN GO TO
7000
250 IF m$(x,y)="d" THEN LET s=
s+100. LET m$(x,y)=" " BEEP 0.5
,0: BEEP 0.0125,30
299 RETURN
300 IF RND<.9 THEN RETURN
305 LET a=INT (RND*14)+6: LET b
=INT (RND*27)+2
307 IF RND<.5 THEN GO TO 320
310 LET m$(a,b)="h" PRINT AT a
,b;"h"
315 RETURN
320 LET m$(a,b)="g": PRINT AT a
,b;"g"
325 IF RND<.7 THEN RETURN
330 LET m$(a,b)="d" PRINT AT a
,b, INK RND*3;"d"
399 RETURN
400 PRINT PAPER 8;AT v,w,m$(v,
w)

```

BY RICHARD CLEGG

RUNS ON A SPECTRUM IN 16K



Peter Rabbit never had to put up with this! Here I am stuck in this maze of a rabbit warren, hunting for the rest of the bunnies while a nasty little weasel snags at my fluffy white bob-tail! Fortunately there are a few nice cabbages to munch at as I rush through the warren chased by that awful weasel!

I also have to watch out for ferret holes too - as if I didn't already have enough to worry about! That lot from Watership Down didn't know when they were well off! I'll have to dash - the lawnmower is coming!

Can you help Benjamin Bunny make his way through the maze-like rabbit warren picking up bonus bunnies and munching cabbages along the way?

#### Variables

h = high score.	30 2 graphic "D"s
e = score.	100 graphic "F" and graphic "E"
k = weasel speed.	120 graphic "B"
v, w = weasel location.	160 graphic "A"
x, y = rabbit location.	190, 200, 210, 220 graphic "H"
t = loop to, print lawnmower.	235 graphic "F"
MS = string for maze.	240 graphic "G"
e, h = position to change maze.	250 graphic "D"
g = graphic loop.	310 2 graphic "H"s
i = general purpose loop.	320 2 graphic "G"s
	330 2 graphic "D"s
	8505 52 graphic "H"s
	8520 32 graphic "H"s
	8525 graphic "B"
	30 graphic "T"s
	graphic "H"

# Rabbit Raid

```

410 IF RND<(K/10) THEN RETURN
420 IF X<V THEN LET V=V-1
430 IF X>V THEN LET V=V+1
440 IF Y>W THEN LET W=W+1
450 IF Y<W THEN LET W=W-1
460 IF X=V AND Y=W THEN GO TO 7000
7000
470 RETURN
7000 FOR I=15 TO 1 STEP -1. BEEP
0,01,1: NEXT I. CLS PRINT "SC
ORE:";S. IF S>H THEN PRINT "A N
EW HI'SCORE" LET H=S
7010 PRINT "PRESS ANY KEY FOR AN
OTHER GAME": PAUSE 0
7015 CLS
7020 GO TO 30
8500 DIM M$(21,31)
8505 LET M$(21)="hhhhhhhhhhhhhhhh
hhhhhhhhhhhhhhhhhh"
8510 FOR n=5 TO 21 LET M$(n,1)="
h": LET M$(n,31)="h". NEXT n
8520 LET M$(4)="hhhhhhhhhhhhhhhh
hhhhhhhhhhhhhhhh"
8525 LET M$(5)="hfffffffffffffffff
fffffffffffffffff"
8530 FOR n=1 TO 100 LET M$(INT
(RND#14)+6,INT (RND#30)+1)="f,"
NEXT n
8540 FOR n=6 TO 21 PRINT AT n,0
;" ".M$(n) NEXT n

```

```

8550 RETURN
9000 FOR q=1 TO 7 READ a$ FOR
n=0 TO 7: READ a POKE USR a$+n,
a NEXT n: NEXT q
9010 DATA "A",0,BIN 01000010,BIN
01100110,BIN 01111110,BIN 01011
010,BIN 01111110,BIN 01000010,BI
N 01111110
9020 DATA "B",0,BIN 00100100,BIN
00100100,BIN 00111100,BIN 11011
011,BIN 01111110,BIN 11000011,BI
N 00111100
9030 DATA "C",BIN 00100100,BIN 0
0100100,BIN 00111100,BIN 0101101
0,BIN 00111100,BIN 01111110,BIN
01111110,BIN 00111100
9040 DATA "E",BIN 00001000,BIN 0
0000100,BIN 00001010,BIN 0001000
1,BIN 01110000,BIN 11110000,BIN
11110000,BIN 01100000
9050 DATA "F",0,0,0,0,BIN 000110
00,BIN 00111100,BIN 00111100,BIN
00011000
9060 DATA "G",BIN 00111100,BIN 0
111110,255,255,255,255,BIN 0111
110,BIN 00111100
9070 DATA "H",0,0,BIN 00011000,B
IN 00111100,BIN 00111100,BIN 000
11000,0,0
9499 RETURN

```



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# Mr. Chip

## SOFTWARE

### VIC 20

#### GAMES AND UTILITIES

##### JACKPOT

This is it, the ultimate Fruit Machine for the VIC with nudge, hold and respin 100% machine code. "Overall Jackpot is a beautifully written simulation giving superb graphics, animation and use of colour. In fact, this program makes Commodore's Fruit Machine cartridge look unbelievably cheap & nasty". Home Computing Weekly No. 20 19/7/83 For the unexp Vic 20 £5.50

**KWAZY KWAKS** — Accuracy and speed are required for this shooting gallery, superb use of colour and graphics in this new and challenging game from the author of "JACKPOT". 100% machine code program, to the same high standard, joystick or keyboard control. For the unexpanded VIC, (available now) £5.50

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The tunnel is almost complete and we have all the equipment together ready for the escape attempt tonight. We hope that it's cloudy — the tunnel exit is very close to the castle wall and any moonlight would make it easy for the guards to spot us as we run for the trees ... All we can do now is wait...

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```

10 REM COLBITZ CASTLE
30 GOSUB 1930
40 FOR I=1 TO 4
50 LET O=INT (RND*5)+1
60 LET X=O
70 GOSUB 1890
80 PRINT N$(I);A;" MOVE ";O;" ST
90 IF O<>1 AND O<>5 THEN GOTO
175 LET S=RND
180 LET R=S
190 IF S>.08 THEN LET R=4
200 IF S>.25 THEN LET R=3
210 IF S>.51 THEN LET R=2
220 IF S>.74 THEN LET R=1
230 PRINT "YOU GRINED ";E$(R)
240 LET E(I,R)=E(I,R)+1
250 GOSUB 1850
260 GOSUB 1890
270 PRINT "ENTER COORDINATES OF
THE P.O.U."
280 PRINT "THAT YOU WISH TO MOU
E
290 LET P=0
300 INPUT I$
310 IF LEN I$<2 OR LEN I$>5 THE
N GOTO 660
320 IF CODE I$(LEN I$)<38 OR CO
DE I$(LEN I$)>56 THEN GOTO 660
330 FOR U=1 TO LEN I$-1
340 IF CODE I$(U)<28 OR CODE I$
(U)>37 THEN GOTO 660
350 NEXT U
360 LET PY=CODE I$(LEN I$)-37
370 LET PX=URL I$(1 TO LEN I$-1
380 IF PX<1 OR PX>51 THEN GOTO
660
390 IF PEEK (DF+PX+PY*33)<>CODE
N$(I)+128 RND PEEK (DF+PX+PY*33
)>CODE N$(I) THEN GOTO 660
400 FOR J=1 TO 4
410 IF P(I,J)=PX+33*PY THEN GOT
O 540
420 NEXT J
430 GOSUB 1890
440 PRINT "STEP ";X-D+1;" ENTER
DIRECTION"
450 PRINT "OR 9 TO MOVE A OIFFE
RENT P.O.U."
460 INPUT M$
470 IF LEN M$<1 OR CODE M$(28
OR CODE M$(37) THEN GOTO 660
480 LET M=URL M$
490 IF M<9 THEN GOTO 430
500 IF D>0 AND P<6 THEN GOTO 1
510 GOTO 830+(P<>8)*200
520 LET Z=P(I,J)
530 IF M=5 AND PX>1 THEN LET Z=
Z-1
540 IF M=8 AND PX<31 THEN LET Z
Z+1

```

# COLDITZ CASTLE

RUNS ON A ZX81 IN 16K

BY R. JONES



```
470 IF M=6 AND PY<19 THEN LET Z
=Z+33
480 IF M=7 AND PY>1 THEN LET Z=
Z-33
490 IF Z=P(1,J) THEN GOTO 865
500 LET P=PEEK (DF+Z)
510 IF (C$(I,J)="." OR C$(I,J)=
" ") AND P<>27 AND P<>57 THEN GO
TO 865
520 IF P=185 THEN GOTO 720
530 IF P=183 OR P=55 THEN GOTO
540
540 IF P=181 THEN GOTO 630
550 IF P=176 THEN GOTO 660
560 IF P=50 THEN GOTO 690
570 IF P<>135 AND P<>57 AND P<
8 AND P<>8 AND P<>56 AND P<>27 T
HEN GOTO 865
580 GOTO 760
590 LET Y=1+(P=183)
600 IF E(1,1) < Y THEN GOTO 895
610 LET E(1,1)=E(1,1)-Y
620 GOTO 770
630 IF E(1,2)=0 THEN GOTO 895
640 LET E(1,2)=E(1,2)-1
650 GOTO 770
660 IF E(1,3)=0 THEN GOTO 895
670 LET E(1,3)=E(1,3)-1
680 GOTO 770
690 IF E(1,4)=0 THEN GOTO 895
700 LET E(1,4)=E(1,4)-1
710 GOTO 770
720 IF E(1,5)=0 THEN GOTO 895
730 LET E(1,5)=E(1,5)-1
740 LET Z=Z-SGN (Z-404)*6
750 GOTO 770
760 IF P=57 THEN GOTO 1760
770 POKE OF+P(1,J),CODE C$(I,J)
LET D=D-1
780 LET P(1,J)=Z
790 LET C$(I,J)=CHR$ P
800 POKE DF+Z,CODE N$(I)+128*(P
=56)
810 LET I$=STR$ (Z-INT (Z/33))*3
3)+CHR$ (37+INT (Z/33))
820 GOTO 270+56*(D=0)+200*(D=0
AND P<>8)
830 GOSUB 1890
840 PRINT "REVEALED BY A FLASHL
IGHT."
845 GOSUB 1850
850 GOTO 910
860 GOSUB 1890
861 LET S=0
862 GOTO 870
865 LET S=160
866 GOSUB 1890
870 PRINT "ILLEGAL MOVE,TRY AGA
IN."
880 GOSUB 1850
890 IF D>0 THEN GOTO 180+S
895 GOSUB 1890
```

```

900 PRINT "MAN WITHOUT ESCAPE E
EQUIPMENT."
910 PRINT "RETURNED TO CENTRAL
COURTYARD."
912 GOSUB 1850
915 LET CX=INT (RND*4)+15
920 LET CY=INT (RND*4)+9
925 IF PEEK (DF+33*CY+CX) <> 136
THEN GOTO 915
930 FOR O=1 TO 5
935 POKE DF+P(I,J),CODE N$(I)+1
28
940 POKE DF+P(I,J),CODE N$(I)
950 NEXT O
960 POKE OF+P(I,J),CODE C$(I,J)
970 LET P(I,J)=33*CY+CX
980 LET C$(I,J)=" "
990 FOR O=1 TO 5
995 POKE OF+P(I,J),CODE N$(I)+1
28
1000 POKE DF+P(I,J),CODE N$(I)
1010 NEXT O
1020 NEXT I
1030 NEXT J
1040 GOSUB 1890
1050 LET O=INT (RND*5)+1
1060 LET X=D
1070 PRINT "GERMANS CAN MOVE ";D
" STEP","S" AND D>1;"
1075 GOSUB 1850
1080 GOSUB 1890
1090 PRINT "ENTER COORDINATES OF
THE GERMAN"
1100 PRINT "THAT YOU WISH TO MOV
E"
1110 INPUT I$
1120 IF LEN I$<2 OR LEN I$>3 OR
CODE I$(LEN I$) (38 OR CODE I$(LE
N I$) >56 THEN GOTO 1720
1130 FOR U=1 TO LEN I$-1
1140 IF CODE I$(U) (38 OR CODE I$
(U) >56 THEN GOTO 1720
1150 NEXT U
1160 LET PY=CODE I$(LEN I$)-37
1170 LET PX=VAL I$(1 TO LEN I$-1
)
1180 IF PX<1 OR PX>31 THEN GOTO
1720
1190 IF PEEK (DF+PX+33*PY) <> 44 T
HEN GOTO 1720
1200 FOR J=1 TO N$2+3
1210 IF G(J)=PX+PY*33 THEN GOTO
1230
1220 NEXT J
1230 GOSUB 1890
1240 PRINT "STEP ";X-D+1;" ENTER
DIRECTION"
1250 PRINT "OR 9 TO MOVE A DIFFE
RENT GERMAN."
1260 INPUT M$
1270 IF LEN M$<>1 OR CODE M$(33
OR CODE M$)>37 THEN GOTO 1720
1280 LET M=VAL M$
1290 IF M=9 THEN GOTO 1080+(D=0)
1300 LET Z=0
1310 IF M=5 AND PX>1 THEN LET Z
=-1
1320 IF M=6 AND PX<31 THEN LET Z
=Z+1
1330 IF M=6 AND PY<19 THEN LET Z
=Z+33
1340 IF M=7 AND PY>1 THEN LET Z=
Z-33
1350 IF Z=G(J) THEN GOTO 1727
1370 LET P=PEEK (DF+Z)
1380 IF P<38 AND P<42 AND P<4
3 AND P<40 THEN GOTO 1860
1390 FOR I=1 TO 4
1400 FOR K=1 TO 4
1410 IF Z=P(I,K) THEN GOTO 1440
1420 NEXT K
1430 NEXT I
1440 IF C$(I,K)="S" OR C$(I,K)="
" THEN GOTO 1727

```

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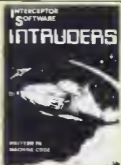


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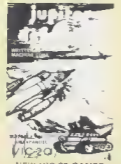


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```

1450 GOSUB 1890
1460 PRINT N$(I); " P.O.W. CAPTUR
ED."
1470 PRINT "RETURNED TO CENTRAL
COURTYARD."
1480 LET CX=INT (RND*4)+16
1490 LET CY=INT (RND*4)+9
1500 IF PEEK (DF+CX+33*CY) <> 186
1510 GOTO 1450
1520 FOR D=1 TO 5
1530 POKE DF+P(I,K),CODE N$(I)+1
20
1530 POKE DF+P(I,K),CODE N$(I)
1540 NEXT D
1550 LET P(I,K)=33*CY+CX
1560 FOR D=1 TO 5
1570 POKE DF+P(I,K),CODE N$(I)+1
20
1580 POKE DF+P(I,K),CODE N$(I)
1590 NEXT D
1600 POKE DF+Z,44
1610 POKE DF+G(J),CODE G$(J)
1620 LET G$(J)=C$(I,K)
1630 LET C$(I,K)="E"
1640 LET G(J)=Z
1650 GOTO 1740
1660 IF P<>55 AND P<>55 AND P<>0
AND P<>8 AND P<>27 AND P<>57 AN
D P<>60 AND P<>176 AND P<>181 AN
D P<>183 THEN GOTO 1727
1670 POKE DF+Z,44
1680 POKE DF+G(J),CODE G$(J)
1690 LET G(J)=Z
1700 LET G$(J)=CHR$ P
1710 LET D=D-1
1720 LET I$=STR$ (Z-INT (Z/33)*3
3)+CHR$ (37+INT (Z/33))
1730 GOTO 1230-(D=0)*1190
1740 GOSUB 1890
1750 LET S=0
1760 GOTO 1730
1770 LET S=150
1780 GOSUB 1890
1790 PRINT "ILLEGAL MOVE.TRY AGA
IN."
1800 GOSUB 1890
1810 GOTO 1090+5
1820 GOSUB 1890
1830 GOTO 40
1840 GOTO 40
1850 GOSUB 1890
1860 POKE DF+P(I,J),27
1870 POKE DF+Z,CODE N$(I)
1880 PRINT "END OF GAME.A PRISON
ER MRS"
1890 PRINT "ESCAPED.ANOTHER GAME
? Y OR N."
1900 INPUT U$
1910 IF CODE U$=51 THEN STOP
1920 IF CODE U$<>62 THEN GOTO 17
30
1930 CLS
1940 CLERR
1950 GOTO 10
1960 FOR L=1 TO 80
1970 RETURN
1980 GOSUB 1850
1990 PRINT AT 20,0; "
1990 PRINT AT 21,0; "
1990 PRINT AT 19,0
1990 RETURN
1990 PRINT "COLDITZ CASTLE"
1990 PRINT AT 3,0;"WOULD YOU LIK
E INSTRUCTIONS ?"
1990 INPUT U$
1990 IF CODE U$=51 THEN GOTO 237
1990 IF CODE U$<>62 THEN GOTO 19
40
1990 CLS
1990 PRINT "BETWEEN 2 AND 5 PEOP
LE MAY PLAY"

```



```

2000 PRINT "THIS GAME, 1 RS THE G
ERHANS AND"
2010 PRINT "THE REST AS A SET OF
POWS EACH,"
2020 PRINT "THE OBJECT FOR THE P
OUS IS TO"
2030 PRINT "RECH TARGETS, "T""
OUTSIDE THE"
2040 PRINT "CRSTLE WALLS, RND THE
GERMANS"
2050 PRINT "HUST STOP THEM."
2060 PRINT AT 8,0, "ON THROWING 1
OR 6 POWS GRIN"
2070 PRINT "EQUIPHENT, I.E. 1 OF T
HE FOLLOWING"
2080 PRINT "1) ROPES TO CLIMB WA
LLS:"
2090 PRINT " ONE REQUIRED FOR
"R""
2100 PRINT " TWO REQUIRED FOR
"R""
2110 PRINT "2) PASSES TO GO THRO
UGH POINTS"
2120 PRINT " MARKED ""R""
2130 PRINT "3) KEYS TO GO THROUG
H POINTS"
2140 PRINT " MARKED ""R""
2150 PRINT "4) WIRECUTTERS TO GO
THROUGH"
2160 PRINT " POINTS MARKED ""W
2170 PRINT AT 21,0, "NEULINE TO C
ONTINUE"
2180 IF INKEY$="" THEN GOTO 2180
2190 CLS
2200 PRINT "OR THE LEAST LIKELY
BUT USEFUL"
2210 PRINT "5) TUNNEL EQUIPMENT
TO USE THE"
2220 PRINT " TUNNEL-A POW WITH
31 MAY LAND"
2230 PRINT " ON R POINT MARKED
""R"" AND BE"
2240 PRINT " AUTOMATICALLY TRA
NSPORTED TO"
2250 PRINT " THE OTHER ""R""
2260 PRINT AT 7,0, "N.B. EQUIPHEN
T IS NOT REUSABLE."
2270 PRINT "RNY POW FOUND ON A P
OINT"
2280 PRINT "REQUIRING EQUIPHENT
BUT WITHOUT"
2290 PRINT "IT, FOUND STOPPED ON
R FLASHLIGHT"
2300 PRINT " ""R"" , OR LANDED ON B
Y A GERMAN IS"
2310 PRINT "RETURNED TO THE CENT
RAL YARD."
2320 PRINT "ON R POINT HRRKED ""
R POW IS"
2330 PRINT "SAFE, ONCE OUTSIDE, OR
ON THE"
2340 PRINT "OUTER WALLS A POW HU
ST FOLLOW"
2350 PRINT "THE PATHS MARKED ""
"" AND CANNOT
2360 PRINT "RETURN UNLESS CAPTOR
ED."
2370 PRINT AT 21,0, "HOW MANY PEO
PLE TO PLAY? 2 TO 5"
2380 INPUT Z$
2390 IF LEN Z$ < 1 OR CODE Z$ < 30
OR CODE Z$ > 33 THEN GOTO 2380
2400 LET N=VAL Z$-1
2410 CLS
2420 PRINT "HANG ON A BIT"
2430 DIM P(4,4)
2440 DIM E(4,5)
2450 DIM G(3+N*2)
2460 DIM E$(5,15)
2470 DIM N$(4,5)
2480 DIM C$(4,4)
2490 DIM G$(5+N*2)
2500 FOR Z=1 TO 4
2510 FOR Y=1 TO 4

```

```

2530 LET C$(Z,Y)=" "
2540 NEXT Y
2550 NEXT Z
2560 LET P$="ENGLISH AMERICANFRE
2570 CANADIAN"
2580 FOR Z=1 TO 4
2590 LET N$(Z)=P$(Z*6-7 TO Z*6)
2600 NEXT Z
2610 LET P$="R ROPE R KEY R P
R SOM
RSS R KEY
E WIRECUTTERSTUNNEL EQUIPMENT"
2620 FOR Z=1 TO 5
2630 LET E$(Z)=P$(Z*16-15 TO Z*1
6)
2640 NEXT Z
2650 PRINT "WHILE I SET THINGS R
OLLING"
2660 LET P$="0792363234694842091
03337619220548"
2670 FOR Z=1 TO 3+N*2
2680 LET G(Z)=VAL P$(Z*3-2 TO Z*
3)
2690 NEXT Z
2700 LET P$="3133493814133143483
82412315347379415316346350414"
2710 FOR Z=1 TO 4
2720 FOR Y=1 TO 4
2730 LET P(Z,Y)=VAL P$(Z*12+Y*3-
14 TO Z*12+Y*3-12)
2740 NEXT Y
2750 NEXT Z
2760 LET DF=PEEK 16396+256+PEEK
16397+1
2770 CLS
2780 PRINT " 1234567890123456789
012345678901"
2790 PRINT "R.... CALCUL"
2800 PRINT "B. .5 5"
2810 PRINT "C. E F L"
2820 PRINT "U. . . . . 5"
2830 PRINT "DT . . . . . 5"
2840 PRINT "E. E F R L"
2850 PRINT "F. S I I I"
2860 PRINT "G. F L R L"
2870 PRINT "H. I N I S L"
2880 PRINT "I. S L F"
2890 PRINT "J. R M L"
2900 PRINT "K. P S I L"
2910 PRINT "L. I D I L"
2920 PRINT "M. F L"
2930 PRINT "N. I L R L"
2940 PRINT "O. L R L"
2950 PRINT "P. I. D D D"
2960 PRINT "R. F. . . . . . . U"
2970 PRINT "S. . . . . . . T. . . . . ."
2980 PRINT "S. . . . . . . T. . . . . ."
2990 FOR I=1 TO N
3000 POKE DF+P(I,1),CODE N$(I)
3010 POKE DF+P(I,2),CODE N$(I)
3020 POKE DF+P(I,3),CODE N$(I)
3030 POKE DF+P(I,4),CODE N$(I)
3040 NEXT I
3050 FOR I=1 TO 3+N*2
3060 POKE DF+G(I),44
3070 NEXT I
3080 RETURN

```



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# PLAY

# TH

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# ROLL OUT THE BARREL

The Atmosphere in the pub is merry along with the juke box joining in with favorite oldies. But then, historical: The bar has run out! It's your job as landlord to nip down to the cellar and bring up a new barrel. But as you have been joining in the celebrations too, your vision is a bit blurred and you're a bit slower than usual.

Down in the cellar you make a fatal mistake and start a landslide of barrels. You must run as fast as possible to escape the barrels and climb the ladders back to the safety of the bar, avoiding the falling barrels at the same time.

If you reach the bar you will be greeted by the pub band playing "Roll out the barrel" almost as if they knew what was going on all the time.

You get three lives and he must climb to the top of the cellar. The player must avoid the barrels which are moving down towards him by jumping them. If the player jumps too early and lands on a barrel or does not jump at all then he is hit and he loses a life.

The player will gain points however for climbing the ladders (10 for the first, 20 for the second and 30 for the third) and for reaching the top (1000 maximum). Also if he reaches the top he will get an extra life.

The men will move left with the left cursor key and right with the right cursor key. Both these controls will keep the player moving until another key is pressed. To make the man jump use the space bar and to make the man climb up or down a ladder use the up cursor key.

To convert the program is run in T54, all prices in the 46000-49000 region must be lowered by 8000 Hex. This is the only change that is needed.



```

1 PRINT CHR$(6), CHR$(17):PAPER 0:INK 7
2 GOSUB 4000
3 DIM A$(16), A2$(16), A3$(16), A4$(16)
4 L=3:SC=0
10 FOR I=46856 TO 46927
20 READ A:POKE I,A
30 NEXT I
40 DATA 0,14,10,30,14,36,36,63,63,5,5,28,28,23,49,1
50 DATA 0,28,20,30,28,9,9,63,63,40,40,14,14,58,35,32
60 DATA 18,28,28,9,63,63,40,8,28,20,20,52,36,6,30,18
70 DATA 18,18,30,18,18,18,30,18,0,30,63,63,63,63,30,0
80 DATA 0,31,31,31,0,55,55,55
90 A$(1)="          H          H          H          "
100 FOR I=1 TO 15
110 A$(I+1)=RIGHT$(A$(I),1)+LEFT$(A$(I),47)
120 NEXT I
130 FOR I=1 TO 16
140 A2$(I)=LEFT$(A$(I),7)+"G"+RIGHT$(A$(I),40)
150 A3$(I)=CHR$(1)+MID$(A2$(I),2,28)
160 A4$(I)=LEFT$(A3$(I),33)+"G"+RIGHT$(A3$(I),14)
170 A3$(I)=CHR$(2)+MID$(A2$(I),2,38)
180 A4$(I)=CHR$(3)+MID$(A3$(I),2,38)
185 A$(I)=CHR$(4)+MID$(A4$(I),2,38)
190 NEXT I
191 PLOT 0,20,CHP$(2)+"          HIT ANY KEY TO START"
192 GET A$
193 CLS

```

Program notes:

1-80 define characters  
 100-190 set up barrels  
 200-335 print display  
 340-500 main loop  
 500-600 jump  
 600-700 climb ladder  
 700-800 plot barrels  
 1000-2000 hit barrel  
 2000-3000 another game?  
 3000-4000 reached top of screen  
 4000-5000 instructions

```

200 PRINT:PRINT:PRINT
210 PRINT CHR$(27); "F" CHP$(27); "FIIIIIIIGIIIIIIIIIIIIIIIIIIIIII
IIII"
220 FOR I=1 TO 5
230 PRINT CHR$(27); "P", CHP$(27); "E          G"
240 NEXT I
250 PRINT CHR$(27); "P" CHP$(27); "FIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIG
IIII"
260 FOR I=1 TO 5
270 PRINTCHR$(27); "P"; CHR$(27); "E          G"
280 NEXT I
290 PRINT CHR$(27); "P" CHP$(27); "F IIIIIIGIIIIIIIIIIIIIIIIIIIIIIII
IIII"
300 FOR I=1 TO 5
310 PRINTCHR$(27); "P"; CHR$(27); "E          G"
320 NEXT I
330 PRINTCHR$(27); "P" CHP$(27); "FIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII
IIII"
335 FOR I=1 TO L PLOT 20+I*2,22,97 PLOT 20+I*2,23,98:NEXT I
336 PLOT 15,23,"LIVES="
337 PLOT 1,23,"SCORE=":PLOT 7,23,STP$(SC)
338 PLOT 20,22,2
339 A$=KEY$+KEY$+KEY$
340 B=48840:X=38 E=98:F=8289 C=40:A=0 I=0 V=0
350 A$=KEY$:IF A$="" THEN A$=B$ GOTO 380
360 IF A$=" " THEN 500
380 IF A$=CHR$(9)ANDD=0 THEN X=X-(X/38) B$=A$:F=25376:IF C=40 THEN
C=41
390 IF A$=CHR$(8)ANDD=0 THEN X=X+(X/31) B$=A$:F=8289 IF C=41 THEN C=
40
395 IF PEEK(B+X)=104 THEN 1000
400 A=A+1 GOTO 700
405 IF A$=CHR$(11) THEN 600
406 ON Z1 GOTO 650,620
410 IF D<0 THEN 500
415 IF B+X=48158 THEN 3000
420 IF PEEK(B+X)=104 THEN 1000
430 IF I=0 THEN POKE B+X,E:DOYE B+X-C,F:GOTO 350
440 GOTO 350
500 D=D+1:IFD=1THENB=B-&.0.
505 IF D=2 THEN SOUND 1,90,5
510 IF D=4 THEN POKE B+X-40,32 B=B+40:D=0 B$="",SOUND 1,0,0
520 GOTO 420
600 IF PEEK(B+X+40)>103 AND PEEK(B+X)>103 THEN 406

```

# AGF PROGRAMMABLE JOYSTICK INTERFACE

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### ABOUT OUR INTERFACE

The AGF Programmable Joystick Interface is a unique design offering the use of any Atari-compatible joystick with absolutely all software, whether it is cassette or ROM cartridge, with the Sinclair Spectrum or ZX81.

The hardware programmable interface requires no additional software and accurately replicates the keys of the computer in a manner which is responsive to absolutely ALL key reading methods, both BASIC and Machine Code.

The interface does not interfere with key operation and can therefore be used simultaneously with the keyboard.

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The key replication principle pioneered by AGF means that your own programs can use eight directional joystick movement by utilising simple key reading BASIC.

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Once configured this can be marked on a Quick Reference Programming Card for storing with the game. As the programming is not power dependent the interface retains the last configuration made and can be immediately used when next switched on.



### KEY FEATURES

- Programmable design gives TOTAL software support
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### PACKAGE CONTENTS SUPPLIED

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ZX81 <input type="checkbox"/> ZX SPECTRUM <input type="checkbox"/> Please tick		FINAL TOTAL	
DEALER ENQUIRIES WELCOME		EXPORT PRICES ON APPLICATION	



```

605 IF E=98 THEN E=100 F=25376,C=41 GOTO 610
606 IF E=100 THEN E=98 F=9289,C=40
610 IF PEEK(B*X+40)=103 THEN Z1=1 GOTO 640
615 Z1=2
620 I=I+1 POKE B+X+40,103 B=B+40 POKE B+X+40,102
625 POKE B+X,101
630 IF I=6 THEN I=0 B$="" POKE B+X+40,103 Z1=0 SOUND 1,0,0 V=V+10 SC=
SC+V GOTO 0410
632 SOUND 1,V+10+20,5
635 A$="" B$="" GOTO 410
640 POKE B+X+40,32 B=B+40 POKE B+X,102 POKE B+X+40,101
650 I=I+1 POKE B+X,103 B=B+40 POKE B+X+40,102
660 POKE B+X,101 IF I=5 THEN I=0 B$="" Z1=0 V=V-10 SC=SC-V GOTO 410
670 A$="" B$="" GOTO 410
700 PLOT 0,2,A$(17-A) PLOT 0,8,A2$(A)
710 PLOT 0,14,A3$(17-A) PLOT 0,20,A4$(A)
720 IF A=16 THEN A=0
730 GOTO 405
1000 SOUND 1,200,4 SOUND 2,500,7:SOUND 3,700,10
1010 PLAY 7,0,0,0
1020 FOPI=1 TO 3:SOUND 1,100,10 WAIT 50 SOUND 1,200,10 WAIT 50 NEXT
I
1025 SOUND 1,0,0 SOUND 2,0,0 SOUND 7,0,0
1030 L=L-1 CLS IF L=0 THEN PRINT"YOUR SCORE WAS ",SC GOTO 2000
1040 A$="" B$="" GOTO 200
2000 PRINT PRINT"WOULD YOU LIKE TO PLAY AGAIN?"
2005 A$=KEY$+KEY$+KEY$
2010 GET A$ IF A$="Y" THEN PRINT CHR$(6)CHR$(17) RUN
2020 END
3000 CLS:SOUND 1,200,4 SOUND 2,200,8 SOUND 3,150,7

```

```

2010 PLAY 7,0,0,0
3020 C$="776797979765"
3030 D$="552252222222"
2040 FOR I=1 TO 12 A$=MID$(C$,I,1) B$=MID$(D$,I,1)
3050 PLAY 0,0,0,0 PLAY 7,0,0,0
3060 MUSIC 1,3,VAL(A$),10 WAIT VAL(B$)+10 NEXT I
3065 SC=SC+INT(PND(1)+10)+100
3068 L=L+1
3070 PRINT PRINT PRINT PRINT
3075 PLOT 0,4,1 WELL DONE!!
3080 PRINT
3085 PLOT 0,6,3 YOUR SCORE IS NOW ";SC,"POINTS"
3090 PRINT PRINT SOUND 1,0,0 SOUND 2,0,0 SOUND 3,0,0
3095 WAIT 100 SOUND 1,0,0 THEN CLS GOTO 200
3100 WAIT 300 IF SC<2000 THEN CLS GOTO 200
3110 PRINT PRINT PRINT THIS SEEMS TO EASY"
3120 PRINT TRY THIS "
3130 WAIT 100
3140 A$(1)=" H H H H H H
3150 CLS GOTO 100
4000 CLS
4010 PLOT 10,1,CHR$(5)+"ROLL OUT THE BARREL"
4020 PLOT 9,2,CHR$(3)+"=====
4030 PLOT 0,4," IN THIS GAME YOU MUST CLIMB TO THE"
4040 PLOT 0,5,"TOP OF THE CELLAR AFTER AN ACCIDENT"
4050 PLOT 0,6,"THAT SET ALL THE BARRELS ROLLING DOWN"
4060 PLOT 0,7,"TOWARDS YOU. TO AVOID BEING HIT BY THE"
4070 PLOT 0,8,"BARRELS YOU MUST JUMP THEM USING THE"
4080 PLOT 0,9,"SPACE BAR TO CLIMB THE LADDERS USE"
4090 PLOT 0,10,"THE UP CURSOR KEY TO MOVE LEFT AND"
4100 PLOT 0,11,"RIGHT, USE THE LEFT AND RIGHT CURSOR"
4110 PLOT 0,12,"KEYS "
4120 PLOT 0,13,CHR$(6)+" YOU WILL RECEIVE POINTS FOR CLIMBING"
4130 PLOT 0,14,CHR$(6)+"THE LADDERS AND REACHING THE TOP "
4140 PLOT 0,15,CHR$(1)+" EACH TIME YOU REACH THE TOP YOU WILL"
4150 PLOT 0,16,CHR$(1)+"RECEIVE ANOTHER LIFE "
4160 RETURN

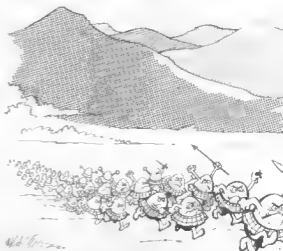
```



*Hoots Mon! Those wae Haggisas ara at it again. Chasing ma through tha heather. It's always the sama when the Haggis hunting season ends. They like to have their revenge!*

*This is an adaption of the arcade game called Mr Do which you may hava saan in your local arcade. You control Billy Basher, the man hunted by Haggisses, who travels around the screen picking up the smiling faces which appear. Behind him come the Haggisses out for revenge. Billy has a supply of Haggis repellent, but this is limited. And then there is the spider — deadly to both Billy and the Haggisses. Billy can lure the Haggisses onto the spider for extra points. You get three livas and an extra man at 1,000, 3,000 and 9,000 points. Each smiling face collected is worth 10 points. Happy Haggis Hunting!*

*The Haggisses ara programmed to chase you most of the time — but will sometimes run away. Pressing shift releases the Haggis repellent — but you only have 10 units of this.*



# HAGGIS

```

10REM HAGGIS BASH
20REM BY LEIGH HUGILL 198
2
30#FX15.1
40SOUND2, 15,100,10 LL=3 NB=1
000 RR=0
50MODE7 PRINTAB(15,5), "PLAY"
PRINTAB(11,8),CHR$(141), "Haggi
s-Bash" PRINTAB(11,9),CHR$(141)
, "Haggis-Bash"
60PRINTAB(10,15), "HIT A KEY"
PRINTAB(6,17), "FOR INSTRUCTION
S"
70Z$=GET$
80MODE1
90SOUND2,-15,100 10
100PROCBAH
110CLS PRINTAB(2,4), "YOU ARE
BILLY BASHER TRAPPED IN A MINE",
TAB(2,6), "YOU MUST COLLECT THE B
ONUSES AND AVOID"
120PRINTAB(2,8), "THE HAGGISES
AND SPIDERS"
130PRINTAB(5,10),NS$, " HARRY H
AGGIS" PRINTAB(5,12),F$, " THE B
ONUS" PRINTAB(5,14),M$, " BILLY
BASHER" PRINTAB(8,28), "HIT A KE
Y TO BEGIN",TAB(5,16),CHR$(220),
CHR$(227), " SAMMY SPIDER"
140PRINTAB(6,19), "YOUR CONTRU
LS ARE",TAB(6,21), "'Z' TO GO LEF
T## X' TO GO RIGHT",TAB(6,23), "'
' TO GO UP ## ' ' TO GO DOWN",T
AB(13,30), "## GOOD LUCK ##",TAB(
6,25), "'SHIFT'=MONSTER REPELANT"
G$=GET$ CLS
150DIMD(4),E(4),W(4),P(30),
0) S=0 SC=0 PROCBAH PROCBAH2

```

```

160FOR sp=1 TOspeed PROCMONO P
ROCMAN PROCSPIDER NEXT PROCMONO
GOTO160
170REM## MOVE YOUR MAN ACCORDI
NG ##
180REM## TO KEYBOARD COMMAND
###
190DEFPROCMAH PRINTAB(X,Y), "

```

" Z\$=INKEY\$(0):RRR=RR RR=IIB E(A-

1)

```

200N=P%(X+1,Y) IF N<1 AND N<
5 AND N<10 P%(X+1,Y)=ASC("Z")
210N=P%(X,Y-1) IF N<1 AND N<
5 AND N<10 P%(X,Y-1)=ASC("Y")
220N=P%(X,Y+1) IF N<1 AND N<
5 AND N<10 P%(X,Y+1)=ASC("X")
230N=P%(X-1,Y) IF N<1 AND N<
0 AND N<5 P%(X-1,Y)=ASC("X")
240IFZ$="Z"AND P%(X-1,Y)<5 X=
X-1 ELSE IFZ$="X"AND P%(X+1,Y)<
5 X=X+1 ELSE IFZ$=" "AND Y>3 Y=Y
-1 ELSE IFZ$="/"AND P%(X,Y+1)<5
Y=Y+1
250#FX15.1
260IF S>NB THEN NB=NB+NB*2 LL
=LL+1 PROCBAH
270IF P%(X,Y)>=0 SOUND1,-15,20
0,3

```

BY LEIGH HUGILL

RUNS ON A BBC B IN 25K



# BASH

```
2801F P%(X,Y)=1 S=S+10 C=C+1 S  
OUND1,-15,1,4 SOUND1,-15,30,4 S  
OUND1,-15,60,4  
290P%(X,Y)=ASC(Z$).IF C=40 THE  
N PROCGO PROCCAR.PROCMAZE  
300PRINTTAB(1,2),"SCORE ",S;  
SCREEN ".SC=PRINTTAB(X,Y),M$;  
TAB(31,5);"REPELANT",TAB(35,6);R  
;" ",TAB(31,8);"LIVES";TAB(31,9  
,STRING$(LL,M$);" "  
310ENDPROC  
320DEFPROCMONO.FOR V=1 TO 4 IF  
monster<V monster=monster+0.03  
PRINTTAB(Q$(V),W$(V)),"0":GOTO 4  
30  
330Q=Q$(V) W=W$(V) N=P%(Q,W).P  
RINTTAB(Q,W)," ".IF RR=-1 AND R
```

## VARIABLES

P% (30,30)-posiion array D%(4)-haggies x co-ordinates  
W%(4)-haggies y co-ordinates, x-Billy's x co-ordinates, y-Billy's y  
co-ordinates, S-score, SC-frame number, LL-lives left, R-repeats  
left, RR-status of shift key, HRR-old value of RR, E(4)-status of each  
haggis, C-number of collected faces, N-miscellaneous variables, Q-x  
co-ordinates of haggis in current sea W-y-co-ordinates of haggis in  
current sea VARCHCK-old value of Q, VAR2-old value of W SF-x  
co-ordinates of spider, SS-direction of spider, A,B-random variables,  
K,V-loop variables.

# For big softies

## MOON SHUTTLE

ATARI.COM 64

As the ship of this fantastic Moon Shuttle begins its hazardous encounter, unexpected dangers, as well as a thorough approach to level designers and more.



## FORT APOCALYPSE

ATARI.COM 64

The warriors of KRAT 7-A have constructed a prison. A deadly digital substance is trapped to prevent it from being destroyed without



## CHOPLIFTER!

ATARI.COM 64

Most of us would like to be heroes. Regular is never often not properly prepared when the chance to do something heroic comes along. The hero is the



## MOUNTAIN KING

ATARI

Remember bats? By trying to break back the Flame Spirit you have an or quest, and the game spins into a vast you to the



## WIZARD OF WOR

ATARI

Can you defeat the Wizard of Wor? A host of monsters both visible and invisible, a changing pattern of mazes, and the world's fiercest to prevent will



## BLUE MAX

ATARI.COM 64

Have the Blue Max of the P.A.F. in command of a biplane fighter? Your mission is to pulverize the enemy's airfield and engines. But with a lot for the enemy fighters





# AND NOW FROM LOTHLORIEN

# ACTIONMASTER

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**BEDLAM.** An asteroid explosion has catapulted you to the asylum planet BOVRYLL where you are under attack from waves of loathsome creatures - each more vicious than

the last. Your only hope of survival is to kill each wave with a twin-firing photon bolt, but just when you think you're winning you encounter the sorcerous guards. Can you kill ten to win another life?

**BEETLEMANIA.** Trapped in a maze with four giant green beetles you are desperate to get out. You can find a way but the lock can only be opened with four giant beetle eggs. Naturally the beetles go berserk when their eggs are stolen. Higher levels offer more complex mazes and fast-moving spiders.

**TWO-GUN TURTLE.** In the middle of winter a turtle is defending his strawberry patch against a variety of marauding bugs some go for strawberries, some go for you some don't go for anything unless they're accidentally attacked. But remember this is winter and you never know when it might snow.

**MICROMOUSE.** Watch out for this latest addition to the ACTIONMASTER range.

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Please debit my Access A/C No

Signature

Address

Send to: M/C Lothlorien Dept. CU/TV-85 56a Park Lane  
Poynton, Cheshire SK12 1AB Telephone: Poynton 876642

```

30 R=R-1:E(V)=1
3351F RRR=-1 AND R>0 E(V)=1
3401F X=0 AND Y=W PROCDEAD
3501F W=15 AND Q=SP OR W=15 AN
D Q=SP-1 OR W=15 AND Q=SP+1 Q=15
W=15.S=5+50.PRINTTAB(0,15),"50"
3601F RND(10)=1 ANDE(V)=1 E(V)
=0
3701F RND(30+SC+2)=1 ANDE(V)=0
E(V)=1
3801F E(V)=1THEN PROCBACK GOT
0410
390varcheck=Q var2=W
4001F N=ASC("Z") Q=Q-1 ELSE IF
N=ASC("X") Q=Q+1 ELSE IF N=ASC(
"/") W=W+1 ELSE IF N=ASC(" " ) N=
W-1
410PRINTTAB(Q,W),N$ IF Q=X AND
W=Y PROCDEAD
420Q(E(V)=0 W(E(V)=W
430NEXT ENDPROC
440DEFFPROCMAZE
450FOR V=1 TO 4 E(V)=0 Q(E(V)=1
5 W(E(V)=5+V:NEXT
460FOR V=1TO30
470FOR K=1TO30 STEP 5
480P(E(V,K)=0.P(E(V,K+1)=0.P(W,V,
K+2)=0 P(W,V,K+3)=0 P(W,V,K+4)=0
490NEXT NEXT
500FOR V=1TO30 PRINTTAB(0,V);X
$ T=T-1 PRINTTAB(15,V)," " P$(15
,V)=ASC(" ").NEXT
510FOR V=1 TO 30 PRINTTAB(V,15
)," ".NEXT
520FORV=1 TO20
530A=RND(26)+3 B=RND(26)+3.1F
NOT P(A,B)=0 OF NOT P(B,A)=0 O
R A=15 OR B=15 OR A=B THEN 530
540PRINTTAB(A,B),F$ PRINTTAB(B
,A);F$ P(A,B)=1.P(B,A)=1 NEXT
R=10
550FOR AA=1 TO 30 PRINTTAB(0,A
R),CHR$(225),TAB(30,AA),CHR$(225
),TAB(AA,0);CHR$(225),TAB(AA,30)
,CHR$(225);P(0,AA)=5 P(A,30,AA)=
5 P(AA,0)=5 P(W,AA,30)=5.NEXT
560SC=SC+1 monster=0:P(15,2)=
5.P(15,29)=5 speed=100-SC+10 IF
speed<10 speed=10
570ENDPROC
580DEFFPROCCHAR.VDU23,240,28,28
,8,62,93,28,29,54,23,242,&FF,&99
,&99,&FF,&18,&66,&81,&45,23,241,
247,203,219,189,189,124,124,124,
23,243,255,255,255,255,255,255,2
55,255,23,2202,0,0,0,
590VDU23,225,170,85,170,85,170
,85,170,85,23,241,&FF,&99,&99,&F
F,&FF,&81,&C3,&FF,23,226,&7,&5,&C
67,&51,&AF,&BF,&10,&10,&23,227,&E
0,&A0,&E6,&0A,&F5,&FD,&5,&F
600VDU23,229, &3C,&3C,&99,&C3,
&24,&18,&24,&C3
&10X=15 Y=25 T=0 SP=1 SS=1

```

```

620N$=CHR$(242).Y$=CHR$(243) F
$=CHR$(241) M$=CHR$(240)
* 630FORV=1TO30 X$=X$+CHR$(242)
NEXT
640C=0
650ENDPROC
660DEFFPROCDEAD
670PRINTTAB(10,9),"
" PRINTTAB(10,11),"
"
PRINTTAB(10,10)," GOT YOU " 50
UND 1,-15,100,10 PRINTTAB(11,1
1)HR$(229)
680LL=LL-1 IF LL=0 FORVV=1TO50
00 NEXT CLS PRINTTAB(10,10)," GA
ME OVER" PPOCMAN PRINTTAB(X,Y),"
" FOR VV=1 TO10000 NEXT.RUN
690PROCCHAR PROCMAZE V=0 ENDP
OC
700END
710DEFFPROCBACK.varcheck=Q:var2
=W
720IF N=ASC("Z") Q=Q+1 ELSE IF
N=ASC("X") Q=Q-1 ELSE IF N=ASC(
"/") W=W-1 ELSE IF N=ASC(" ") W=
W+1
730IF P(E(V,W)=1 OR P(E(V,W)=0 U
R P(E(V,W)=5 Q=varcheck.W=var2
740IF varcheck=0 AND var2=W IF
P(E(V,W)=1,W=ASC("X") Q=Q-1 ELSE I
F P(E(V,W)=ASC("Z") Q=Q+1 ELSE I
F P(E(V,W)=ASC("/") W=W-1 EL
E IF P(E(V,W)=ASC(" ") W=W+1
750ENDPROC
760DEFFPROCSPIDER PRINTTAB(SP,1
5)," " :SP=SP+S$ IF SP=1 OR SP
28 SS=-SS
770IF SP=X AND Y=15 OR X=SP-1
AND Y=15 OR X=SP+1 AND Y=15 PRO
LEAD
780PRINTTAB(SP,15),CHR$(226),C
HR$(227) ENDPROC
790DEFFPROCX FOR A=1 TO 29 PR
INTTAB(1,A),"
" NEXT
800PRINTTAB(10,5),"WELL DONE"
1111P$:"YOU WIN EXTRA BILLY BH
SHER",TAB(6,25),"NEXT EXTRA AT".
NB
810FORAA=1 TO 31+LL.PROCDEL(10
0)PRINTTAB(AA,10)," " M$ NEXT A
PRINTTAB(AA,10)," "
820PROCCHAR.PROCMAZE ENDPROC
830DEFFPROCDEL(DDD) FOR DDD=1
TODDD.NEXT ENDPROC
840DEFFPROCGO FORZ=2 TO 29 PRIN
TTAB(2,Z),"
" NEXT PRINTTAB(10,10),"I
OLLY GOOD SHOW".TAB(6,14)"GET R
EADY FOR FRAME " :SC+1 ENDPROC

```

```

1 POKE36879,25:POKE52,29:POKE56,29:CLR:FOR T=7432 TO 7463:READ V:POKE T,V:NEXT
4 POKE36869,255:GOSUB100:POKE36870,15
10 P=0207:K=-22:D=33:C=0106:L=33:V=-22:T=174:S1=36874:S2=36876:S3=36877
20 POKEP+K,D:P=P+K:POKEC+V,L:C=C+V:IFT=0THEH4000
30 IFPEEK(C+V)=DORP+K=CTHEH5000
40 GOSUB200
50 IFPEEK(P+K)=174THENPOKE82,190:S=S+10:T=T-1:POKE82,0
55 IFPEEK(P+K)=170THEHPOKE82,255:S=S+50:T=T-1:POKE82,0
60 M=PEEK(197):IFM<64THENGOSUB3000
70 GOSUB600
80 IFRND(1)>.3THEHGOSUB700
90 IFPEEK(C+V)=174ORPEEK(C+V)=170THEHT=T-1
95 PRINT"*****SCORE**";PRINT"*****S:S=MID$(T$,4,1):B$=RIGHT$(T
$,2)
97 PRINT"***** TIME";PRINT"*****R$":"B$:POKEC,160:POKEP,160:GOTO20
100 PRINT"*****";
110 PRINT".....";
120 PRINT".....";
130 PRINT".....";
140 PRINT".....";
150 PRINT".....";
160 PRINT".....";
170 PRINT".....";
180 PRINT".....";
190 PRINT".....";
200 PRINT".....";
210 PRINT".....";
220 PRINT".....";
230 PRINT".....";
240 PRINT".....";
250 PRINT".....";
260 PRINT".....";
270 PRINT".....";
280 PRINT".....";
290 PRINT".....";
300 PRINT".....";
310 PRINT".....";
320 PRINT".....";
330 PRINT".....";POKE30905,2:POKE8105,174
400 FORQ=760 TO 104 STEP 5:IFPEEK(Q)=174AHRND(1)>.05THEHPOKEQ,170
410 NEXT T:T$="000000":RETURN
600 Q=PEEK(C+V):IFQ=195THENV=1:L=35:RETURNH
610 IFQ=200THEHV=22:L=34:RETURNH
620 IFQ=190THEHV=-1:L=36:RETURNH
630 IFQ=194THEHV=-22:L=33:RETURNH
640 IFC+V<760THEHV=1:L=35:RETURNH
650 IFC+V=7702AHDV=1THEHV=22:L=34:RETURNH
660 IFC+V>8105THEHV=-1:L=36:RETURNH
670 IFC+V=8163AHDV=-1THEHV=-22:L=33
680 RETURNH
700 IFV=-22THEH760
710 IFV=1THEH000
720 IFV=22THEH050
730 IFC=8176THEHQ=-46:GOTO900
740 IFC=0044THEHQ=42:GOTO900
745 IFC<8088AHDCC>8132THEHRETURN
747 IFC>PTHEHQ=-46:GOTO900
740 Q=42:GOTO900
760 IFC=7966THEHQ=-42:GOTO900
770 IFC=7972ORC=7960THEHQ=-46:GOTO900

```



# DODGEM

BY M. D. TOWNEND

RUNS ON A VIC 20 IN 3.5K

Hi, there! Welcome to Gronville french-Smythe's driving school Oooh, sorry sir. It's only a very small dent. Pardon? Well, there's no need to get like that! Really, some people! Anyway, hello again. Yes, we at the driving school are proud to be associated with *Computer and Video Games* bid to drum a bit of road safety into all of you out there!

All you have to do is type in this driving simulation to have all the fun of driving up a busy High Street on a Saturday morning. You must clear each screen of dots and asterisks without hitting the other — computer controlled — car. Your car starts at the bottom right hand side of the screen and moves anti-clockwise, scoring points for each dot or asterisk hit along the way. If you clear one screen you simply go on and increase your score. Keys to control your car are W=up, A=left, S=right, Z=down. Well there it is, we at the Smythe School of Motoring hope you all pass the test with



flying colours.  
Serry? What red light...

## Program notes:

If you run the program and the track is not printing properly, check the characters in lines 100-330. Also check that each of the lines has a semi-colon at the end of it.

If you don't get two cars appearing on the screen never fear, help is here! Check the initial values in line 10 and, if the cars look strange then check lines 1, 4, 6099 and 6091. If your car goes charging off the screen or starts demolishing the track, check lines 2000-2008. If the computer car does the same, check lines 600-608.

If you find that you can't change lanes, i.e. when you leave a "corridor" check lines 3000-3500.

## Variables:

- P: position of player's car.
- K: variable added to P to get next position.
- C: position of computer's car.
- V: variable added to C to get to next position.
- Q: variable used in lane changes.
- O: character for player's car.
- L: character for computer car.
- S1: bass speaker.
- S2: treble.
- S3: white noise.
- T: number of dots/asterisks left.

# SOFTWARE WITH BITE FOR commodore 64



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Test your skill on the Grand Prix Circuit. Accelerating to breathless speeds can you overtake? Can you face the danger of night driving as the roads get narrower?



Balloon Rescue £7.95

Fuel level low. Time running out. Collect fresh fuel to stay in the air or plunge to certain agonising death.



Damsel in Distress £7.95

Menacing man-eating spiders and dreadful apparitions. Weakened by poison you must climb the battlements and rescue the princess who holds your antidote.



Bat Attack £7.95

Killer bats in the first wave, a myriad of asteroid aliens in the second. The third wave? ... the better your reflexes, the more deadly the challenge.



Aztec Tomb Adventure £7.95

Find the lost tomb deep in the Amazon rain forest. Experience heart-stopping drama ... will you ever get there? Every location has a full graphic picture.



Squash a Frog £7.95

Cross a motorway of fast moving traffic. Traverse the rapids teeming with frog eating snakes, alligators and submerging turtles. Can you eat him home? Or is it just a frog eating?

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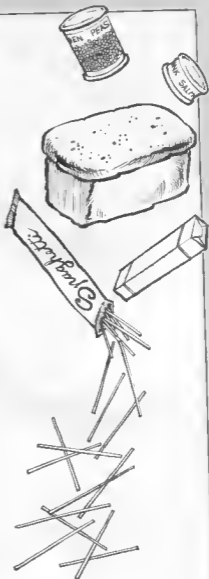
Please send me the following software: ☐ Grand Prix Circuit ☐ Brands ☐ Balloon Rescue ☐ Aztec Tomb Adventure ☐ Squash a Frog ☐ Damsel in Distress ☐ Bat Attack

SOFTWARE  
WITH BITE

```

775 IFQ<7970THENRETURN
777 IFRND(1)>.5THENQ=-46 GOT0900
778 Q=-42:GOT0900
800 IFQ=7689THENQ=46:GOT0900
810 IFQ=7821THENQ=-42:GOT0900
815 IFQ<7733ANDC<7777THENRETURN
817 IFQ<PTHENQ=-42:GOT0900
818 Q=46:GOT0900
850 IFQ=7899ORC=7895THENQ=42:GOT0900
860 IFQ=7897THENQ=46:GOT0900
865 IFQ<7855THENRETURN
867 IFRND(1)>.5THENQ=42:GOT0900
868 Q=46:GOT0900
900 POKEC,160:C=C+Q:POKEC,L:RETURN
2000 Q=PEEK(P+K) IFQ=195THENK=-1 D=36:RETURN
2001 IFQ=196THENK=1 D=35:RETURN
2002 IFQ=194THENK=22 D=34:RETURN
2003 IFQ=200THENK=-22 D=33:RETURN
2004 IFP+K<7680ANDK=-22THENK=-1 D=36:RETURN
2005 IFP+K<7680ANDK=-1THENK=22 D=34:RETURN
2006 IFP+K<8185ANDK=22THENK=1 D=35:RETURN
2007 IFP+K<8185ANDK=1THENK=-22 D=33:RETURN
2008 RETURN
3000 IFM=17ANDABS(K)=22THEN3100
3010 IFM=41ANDABS(K)=22THEN3200
3020 IFM=9ANDABS(K)=1THEN3300
3030 IFM=33ANDABS(K)=1THEN3400
3040 RETURN
3100 IFK=22THEN3150
3110 IFP<7983ANDP<7985ANDP<7987THENRETURN
3120 Q=-46 GOT03500
3150 IFP<7880ANDP<7882ANDP<7884THENRETURN
3160 Q=42:GOT03500
3200 IFK=22THEN3250
3210 IFP<7981ANDP<7983ANDP<7985THENRETURN
3220 Q=-42:GOT03500
3250 IFP<7878ANDP<7880ANDP<7882THENRETURN
3260 Q=46:GOT03500
3300 IFK=1THEN3350
3310 IFP<7736ANDP<7780ANDP<7824THENRETURN
3320 Q=-46:GOT03500
3350 IFP<8085ANDP<8129ANDP<8173THENRETURN
3360 Q=-42:GOT03500
3400 IFK=1THEN3450
3410 IFP<7692ANDP<7736ANDP<7780THENRETURN
3420 Q=42:GOT03500
3450 IFP<8041ANDP<8085ANDP<8129THENRETURN
3460 Q=46
3500 POKEP,160 P=P+Q:POKEP,D:RETURN
4000 PRINT"74" PRINT"YOU'VE DONE IT!!"

```



NOW TRY TO INCREASE YOUR SCORE

```

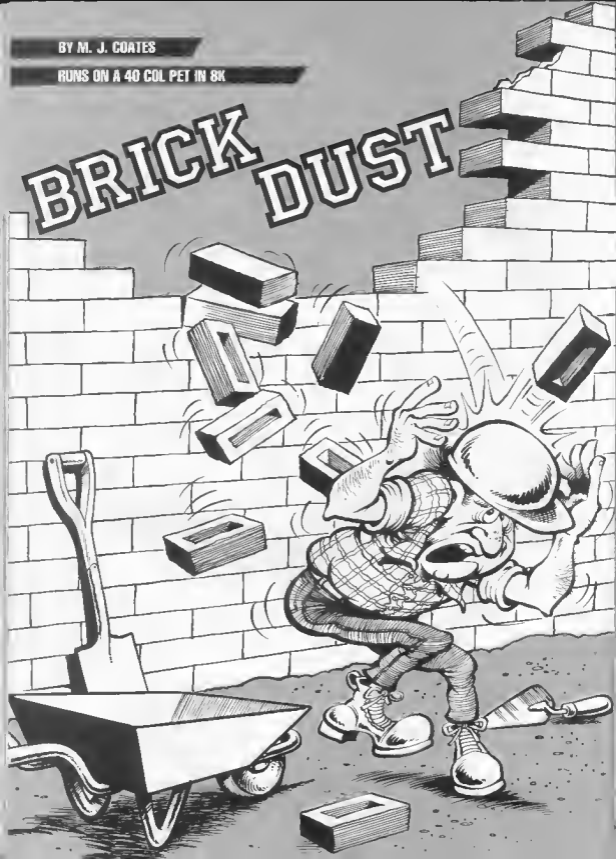
...
4010 FORT=1T02000 NEXT:GOT04
5000 FORT=15T08STEP-.05 POKE36878,T:POKE$1,130:POKE$3,140:NEXT:POKE$1,0:POKE$3,0
5010 FORT=7680T08185:POKET,160:NEXT POKE190,0
5020 PRINT"2 PLAY AGAIN?"
5030 GETA$:IFA$=""THEN5030
5040 IFA$="Y"THENCLR:GOT04
6000 DATA24,189,255,165,36,189,255,189,189,255,189,36,165,255,169,24,238,60,254,
231,231
6001 DATA254,68,230,119,34,127,231,231,127,34,119

```

BY M. J. COATES

RUNS ON A 40 COL PET IN 8K

# BRICK DUST



Have you been feeling just like another brick in the wall? Do you want to breakout? Well, try this game for size! Its a copy of that well-known arcade game in which you bash away at a brick wall with a bouncing projectile until all the bricks are reduced to a pile of dust! But beware, this version has a little tweak all of its own.

After you have dislodged a brick from the wall it will fall back at you — so you'll have to keep bobbing and weaving to avoid the falling masonry.

Machine code will control the bat and this initialised by the 545 826 command and turned off by 545 854.

POKE 1000, X is the bat speed.

```

2 rem * breakout
20 goto5000
99 rem * control *
100 eye826:for1=1to500,next
110 gosub800:gosub700:gosub600:ifk=9then6000
120 goto10
599 rem * print scores *
600 print"tab(5)etab(16)ntab(26):r:rturr
699 rem * move ball *
700 urv=xr+1+2*(x+1)
710 wu=a(x,y,z):t:apeek(w):ifw>33767then780
715 iftclthen768
720 ift<0:10:ardt<0:103then740
730 x=(x+0)-3*(x+2)*2*(x+3):goto710
740 ift:dt:therw:q1:c:t:we:bf:0:a:we:5:d:0:ur-2*(x+0):j:(x+1):goto105
750 ift:99:theraz:z:2:goto710
760 ift:ard:at:theraz:z:2:iv:V+1:ifv:6:thenV:0:yy:1+2*(y:1)
765 ift:ard:as:at:thergosub900:a:al:1+950:goto710
768 ift:1:20:then1:1:0
770 pokeu,t:1:1:1:pokev,81:rturr
780 pokeu,q:1:0:in:in:1:1:fr:0:thenk:9
795 w=33089+1:rt:(rnd(1)*37):y:0:ix:0:zx:3:(rnd(1)>5):t:0:t:1:0:rturr
799 rem * falling bricks *
800 ifb:0:thenrturr
810 rer=40:ifb>33767:therpoker=40,c:bf:1:d=250:rturr
815 d1:0:ifrrd(1)>8:then1:agr(1,5:rd(1))
820 rer=d1:qr:peak(r):ifq:16:then850
825 ifq:10:thenq:10:therrr=d1:ld:q:0
830 poker=40-d1,q:1:q:1:q:poker,206:ifq:8:thenq:1:0
840 rturr
849 rem * hit by brick *
850 fori:0to9:crc=10+20*(c+42)
860 poker=1,c:poker,c:poker+1,c:poker=40,c:forj:1to10:next:next:poker=40-d1,
870 cu:1:rm=1:1:fr:0:thenk:9:rturr
880 rturr
899 rem * set up wall *
900 fori:32849to32886
910 pokei+120,d:pokei+100,d:rturr
9999 rem * initialisatior *
5000 dima(1,1,3):fori:0to3:forj:0to1:fork:0to1:reada(k,j,i):next:next:next
5020 gosub8000:poke999,3:poke1000,3:rem bat speed
5030 br:150:c:32:th=0
5040 print"
5050 print"
5060 print"
5070 print"
5070 print"welcome to breakout. this game involves";

```

```

5080 print" smashing your way through a wall but
5090 print" you have to dodge the bricks that fall
5100 print" out. * print" you control the bat by using the 'A' and 'B' keys.
5110 print" you have three lives and seven balls and",
5120 print" last until one or the other run out
5130 print" good luck, press space to start.
5140 wait5940,4,1:rem wait for space
5150 r:=7:ms:1:a:0:ps:33747:al:950:bf:1:d=250:t:1:32:k:0
5160 print"acore lives balls high "print"tab(36)h
5170 fori:32887to33766:step40:pokei,103:pokei+39,101:next
5180 fori:32809to32846:pokei,99:next:poke32808,79:poke32847,80
5190 gosub900:gosub790:u=w:1:goto100
5200 data-39,-39,-39,1,-41,-41,-41,-1,41,41,1,39,39,39,-1
5299 rem * all over *
5300 eye854:gosub600:fori:1to103:next
5310 print"ales poor player you have no ";
5320 ifn:0:thenprint"balls";
5330 ifn:0:thenprint"lives";
5340 print" left."
5350 print" however you managed to score"e
5360 print" points."
5370 ifa>h:thenprint"which is the new high score if":h=a:goto6090
5380 print"the high score is"n"at111"
5390 print"do you wish to try again ? ";
5395 fori:1to10:gets:next
5400 gets:if:8:"ther6100
5410 ifa:8:"thenprint"yes:fori:1to103:next:goto6150
5420 print"no:fori:1to103:next:print"leed
5430 goto6100
7999 rem * adjuste m/c for rom type
8000 x:peak(50003):v1=537-393*x-kb:3:kc=2:ifx:1:therkb=151:kc=0
8010 v:pe:1(v1/256):v3:sint(v1-256*v2)
8030 fori:826to949:next
8040 ifx=1:therpoker,3:pokei+1,v2:i:1+1:goto8080
8050 ifx=2:therpoker,3:pokei+1,v2:i:1+1:goto8080
8060 ifx=3:therpoker,3:pokei+1,ke:2:1+1:goto8080
8070 poker,x
8080 next:rturr
5999 rem * data for m/c routine
9000 data160,20,140,230,3,120,173,-1,133,1,173,-2,133,2,169,99,141,-1
5010 data169,3,141,-2,88,96,120,165,1,141,-1,165,2,141,-2,88,96,206,231
9020 data3,173,231,3,201,0,240,3,76,0,0,173,232,3,141,231,3,172,230,3,173,-3
9030 data201,4,2,208,9,136,192,1,208,1,200,76,147,3,201,4,2,208,6,200,192,38
9040 data201,1,136,136,136,169,32,153,192,131,200,169,160,153,192,131,200,153
9050 data192,131,200,153,192,131,200,169,32,153,192,131,156,156,140,230,3,76
9060 data0,0

```

AT LAST, A HOME COMPUTER  
THAT IMPROVES WITH AGE.



**I**t's surprising how many first-time relationships with a home computer go sour with age.

You buy an attractive, disassembled little machine so that you and the children can learn about computers.

Instead, you learn about its limitations: the dull graphics. The plings that fall out. The cheap power supply. The unalterable "beginners" language. The stiff, fragile keys. No provision for future developments. If only you looked around a bit in the beginning. *Quality costs a little more but it's usually worth paying for.* (Personal Computer News CIO/M5 Review, June 1983)

The C&I MS is designed and built by Seod, one of Japan's leading computer specialists with three main ideas in mind:

First, to be easy and fun to learn and

Second, to be rugged enough to last through hours and hours of operation.

And third, to form the basis of a powerful versatile home computer system that would need replacing until it's ready for a dedicated business system.

**Built to learn**

The GCI M5 is designed to be easy for non-astronomers to use.

On the US mind of the week a change is coming that will help to the need to work out what to do next, rather than how to do it. Personal Computer News, June 85.

If you make a mistake, you can correct it with a simple movement of the cursor. So you only correct that mistake, not a whole line, nor do you have to indulge in complex editing commands.

Budding video game designers and computer artists will love to get their hands on the 16 colour graphics and 32 moveable images called 'sprites'.

*The MS makes provision for graphs*

effective or simple for even the beginner to achieve. (It even all under Bank! Aug. 83)

**Built to last**

*It works first time, so you invest in that of healthy cashing and piggery porkery to persuade it to continue to this and then even better it continues to work well. You don't have to balance and carry on of milk on the top shore.*

inches in the back to keep the plugs in, or press the keys in at several points to force it to make them respond." Personal Computer News, June 85, 1

Being able to build things that work and carry on working without endless maintenance is something at which the Japanese seem to excel.

**Built to grow**

- "In beta, it's versatile: a home computer has to understand very different things."

So you need different languages which the M5 provides by supplying part of its memory in plug-in cartridges.

*"The 175 eliminate the worst handicaps in machinery at this level and this is what they had to be taken into whatever language is provided by the management" (Personal Communication, June 85).*

The computer is supplied complete with a Basic II cartridge, a standard integer BASIC language and a simple learning text.

Plug in the Basic G cartridge, and you can access the M55's incredibly sophisticated graphic and sound capabilities which are far in advance of similarly priced computers.

Slide on in the Basic I cartridge, and you have scientific, technological and statistical computing power usually available only

costing computers with centrally located CPUs.

The TASC cartridge provides a database of multiple language for data management spreadsheets, accounts and business profiles. Contains TASC with a disc and a manual. *From \$135*. HIRON *Stillpoint Associates Inc.* 11550 40th Computer Magazine, August 1984.

So go take a look, if the link of the MS



Note the sockets usually an extra hole.

Continuous type printer: the separate ink or toner for each color and high speed output.

Even the language connector has hidden potential.

[illegible]

Take a look at the home computer that is all innocence and joy.

For a full discussion of specific models of the F&O division of the wide range of supporting services, including technical assistance to local governments, see the discussion on service delivery options.

Tell me how to find out more about the C of M's Plus service and the other things you offer.

— **▲▲ —**

CEWA

**CCLM5**  
100% 100% 100%

BUILT TO LEARN BUILT TO LAST BUILT TO GROW



# NO LIMIT

Now, a home computer with virtually no limit to its possibilities. The astonishing new Sharp MZ700. A machine with a dazzling array of talents.

First, it's a 'clean' machine. So you are not limited to any one computer language. You have the flexibility to run and write programs in BASIC, FORTRAN, MACHINE CODE, PASCAL, ASSEMBLER and many others. And the MZ700's 512 predefined characters mean you can build up detailed pictures on the screen, without spending time specifying and designing special characters for games and special effects.

Second, it has a memory of 64K. So as your technique improves and develops, you are able to move forward to more and more advanced programming.

All of which makes this the perfect home computer for parents, as well as children.

The MZ700 gives you access to a wide



choice of new software, from only £3.95 per cassette. An additional plotter/printer, costing £129.95, can produce high resolution graphics in 4 colours. A data cassette recorder is an extra at £39.95. Both add-ons fit snugly into this easy to carry compact system with no trailing wires. And you get ten exciting games, free on purchase, including Super Puckman, Circus Star, Snake v. Snake, and Man-Hunt.

The brilliant new MZ700.

The no-limit computer. £249.95. From Sharp. Where great ideas come to life.



CPU	Z80A	1
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	Character generator 4K byte ROM	1
RAM	64K byte D-RAM	8
	4K byte V-RAM	2
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	Additional printer 1/O bus	1
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	Joystick terminals	2

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*Please send me details of the Sharp MZ700.*

Name

Address

The world of  
**SHARP**  
where great ideas come to life.



C.V.I

```

10 REM LADDERS AND ADDERS
20 REM (C)1983 T. IRWIN
30 DIM YP(1)
40 DIM XP(1)
50 DIM UP(1)
60 DIM MP(1)
70 DIM FP(1)
80 DIM HELP(1)
90 CALL CHAR(58,"FF7675057576FF"
100 CALL CHAR(59,"FF37D2D5D737FF
")
110 CALL CHAR(60,"FF415F435F41FF
")
120 FOR I=95 TO 140
130 IF (I=103)+(I=107)+(I=112)+
+(I=119)+(I=121)+(I=128)+(I=1
35)+(I=140) THEN 160
140 READ A$
150 CALL CHAR(I,A$)
160 NEXT I
170 DATA "FF","01010101010101"
,"FF011119FD191101","FF0111397D1
11111"-FF0010387C101010"
180 DATA "FF0010307E3010","FF010
10101010101","FF7F3F1F0F070301","
FFFEFCF8F0E0C080"
190 DATA "FF7F3F1F0F070301","FFF
EFCF8F0E0C080","0408112243C4080
","1F2767F9F9FEFCF8"
200 DATA "1F3F7FFFFFEFCF8","F8F
CFEFFFFF7F3F1F","1F1F1F3F3F786000
","F8F8F8FCFC1E0600"
210 DATA "1836725D0F1FEFC","182
42A542A3408","D018142A1408","FFF
FFC0C0C0C0C0"
220 DATA "FFFFFF","FFFFFF0303030
303","C0C0C0C0C0C0C0","0303030
303030303","C0C0C0C0C0FFFFFF"
230 DATA "0000000000FFFFFF","030
3030303FFFFFF","384492BA924438"
240 FOR PAT=0 TO 8 STEP 8
250 CALL CHAR(136+PAT,"18183C3C3
C181818")
260 CALL CHAR(137+PAT,"18183E581
81462")
270 CALL CHAR(138+PAT,"18187C1A1
82846")
280 CALL CHAR(139+PAT,"185A3C181
82442")
290 CALL CHAR(141+PAT,"FFFFFFFFF
FFFFF")
300 CALL CHAR(142+PAT,"185A3C181
8181818")
310 CALL CHAR(143+PAT,"422418185
C5A5A42")
320 NEXT PAT
330 CALL COLOR(3,5,16)
340 CALL COLOR(4,5,16)
350 CALL COLOR(9,5,16)

```

# LADDERS and

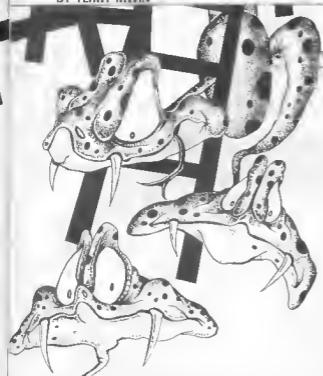
Watch out for thoseadders—the bite is deadly! And if you don't avoid them there's no way you'll win!

Playing the game is quite simple. The author has built in a nice dice routine—which is not random. You can nudge the numbers along to the next one in the cycle by a light touch on the key. If you hold it down longer the roll will last longer.

The aim of course is to get to the finish first. To make your task easier there are ladders to climb—shortcuts to the next level. But then there are the avil adders. If you land on a square inhabited by an adder you'll receive a nasty bite. Then you have just three moves to reach a first aid post—otherwise you're all over. Full instructions are included in the program.

RUNS ON TI99/4A IN 16K

BY TERRY IRWIN



# ADDERS

```

366 CALL COLOR(10,11,1)
370 CALL COLOR(11,2,16)
380 CALL COLOR(12,8,16)
390 CALL COLOR(13,5,16)
400 CALL COLOR(14,10,16)
410 CALL COLOR(15,13,16)
420 CALL SCREEN:16
430 REM ***PLOT BOARD***
440 CALL CLEAR
450 FOR Y=1 TO 21 STEP 2
460 CALL HCHAR(Y,3,96,30)
470 NEXT Y
480 FOR X=2 TO 32 STEP 3
490 CALL VCHAR(1,X,97,20)
500 NEXT X
510 FOR X=5 TO 29 STEP 3
520 FOR Y=3 TO 19 STEP 4
530 CALL HCHAR(Y,2,X,102)
540 CALL HCHAR(Y,X,98)
550 CALL HCHAR(Y,2,Y+1,101)

```

```

560 NEXT
570 NEXT
580 FOR Y=3 TO 19 STEP 4
590 CALL HCHAR(Y,2,32,102)
600 CALL HCHAR(Y,32,99)
610 NEXT Y
620 FOR Y=5 TO 17 STEP 4
630 CALL HCHAR(Y,3,100)
640 NEXT Y
650 CALL HCHAR(1,3,58)
660 CALL HCHAR(1,4,59)
670 CALL HCHAR(1,5,60)
680 REM ***PLOT LADDEPS***
690 FOR X=15 TO 18
700 CALL SOUND(100,462+30*X,0)
710 CALL HCHAR(35-X,1,105)
720 NEXT X
730 FOR X=17 TO 11 STEP -1
740 CALL SOUND(100,462+30*X,0)
750 CALL HCHAR(X-3,X,104)
760 NEXT X
770 FOR X=17 TO 14 STEP -1
780 CALL SOUND(100,462+30*X,0)
790 CALL HCHAR(X-11,X,104)
800 NEXT X
810 FOR X=26 TO 23 STEP -1
820 CALL SOUND(100,462+30*X,0)
830 CALL HCHAR(X-20,X,104)
840 NEXT X
850 FOR X=21 TO 24
860 CALL SOUND(100,462+30*X,0)
870 CALL HCHAR(37-X,X,105)
880 NEXT X
890 FOR X=18 TO 21
900 CALL SOUND(100,462+30*X,0)
910 CALL HCHAR(26-X,X,105)
920 NEXT X
930 FOR X=9 TO 6 STEP -1
940 CALL SOUND(100,462+30*X,0)
950 CALL HCHAR(22-X,X,105)
960 NEXT X
970 FOR X=26 TO 29
980 CALL SOUND(100,462+30*X,0)
990 CALL HCHAR(X-15,X,104)
1000 NEXT X
1010 CALL HCHAR(20,15,107)
1020 CALL HCHAR(16,6,107)
1030 CALL HCHAR(16,21,107)
1040 CALL HCHAR(14,17,106)
1050 CALL HCHAR(14,29,106)
1060 CALL HCHAR(8,18,107)
1070 CALL HCHAR(6,17,106)
1080 CALL HCHAR(6,28,106)
1090 REM ***PLOT ADDEPS***
1100 RESTORE 1160
1110 FOR X=1 TO 62
1120 CALL SOUND(130,10000,20,150)
1130 PEAK A,B,C
1140 CALL HCHAR(A,B,C)

```



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```

1150 NEXT A
1160 DATA 2,6,112,3,5,113,4,4,11
4,5,4,115,6,5,115,7,6,115,8,7,11
5,9,8,115
1170 DATA 10,8,114,11,7,114,12,6
,114,13,5,116,2,9,112,3,8,113,4,
8,115,4,9,114,4,10,115,5,11,117
1180 DATA 14,12,112,15,11,113,16
,10,114
1190 DATA 17,10,115,18,11,115,19
,11,116,6,18,112,7,17,113,8,16,1
14,9,16,115
1200 DATA 10,17,115,11,17,116,10
,21,112,11,20,113,12,19,114,13,1
9,115,14,20,115,15,20,116,2,21,1
12
1210 DATA 3,20,113,4,20,115,4,21
,114,4,22,115,5,23,117,16,26,112
,17,25,113,18,24,114,19,23,116,4
,29,112
1220 DATA 5,28,113,6,27,114,7,26
,114,8,25,114,9,25,115,10,25,114
,10,24,115,10,23,114,11,23,117
1230 DATA 12,32,112,13,31,113,14
,31,115,15,31,114,16,30,114,17,2
9,116
1240 REM ***PLOT DICE***
1250 CALL HCHAR(22,28,128)
1260 CALL HCHAR(22,30,129)
1270 CALL HCHAR(22,31,130)
1280 CALL HCHAR(23,29,131)
1290 CALL HCHAR(23,31,132)
1300 CALL HCHAR(24,29,133)
1310 CALL HCHAR(24,30,134)
1320 CALL HCHAR(24,31,135)
1330 CALL HCHAR(20,3,136)
1340 REM ***FIRST AID POST**
1350 CALL HCHAR(4,12,140)
1360 CALL HCHAR(6,8,140)
1370 CALL HCHAR(10,29,140)
1380 CALL HCHAR(12,12,140)
1390 CALL HCHAR(12,24,140)
1400 CALL HCHAR(14,26,140)
1410 CALL HCHAR(18,8,140)
1420 CALL HCHAR(18,20,140)
1430 CALL HCHAR(18,32,140)
1440 REM ***INSTRUCTIONS***
1450 RANDOMIZE
1460 FOR I=0 TO 1
1470 YP(I)=20
1480 XP(I)=3
1490 FA(I)=0
1500 HELP(I)=0
1510 NEXT I
1520 CH=0
1530 AS="INSTRUCTIONS? (Y,N)"
1540 GOTO 4760
1550 CALL HCHAR(22,4,32,LEN(AS))
1560 FOR A=1 TO 17

```

```

1570 READ AS
1580 GOSUB 4760
1590 NEXT A
1600 DATA "LADDERS AND ADDEPS","
WATCH THOSE ADDERS","THEY B+I+T+E
!!!!"
1610 DATA "THE ADDER WILL BITE I
F-","YOU STOP ON ITS SQUARE","OR
IF YOU TRY TO CROSS"
1620 DATA "WHEN ITS TONGUE IS OU
T-","IF YOU ARE BITTEN THEN-","Y
OU HAVE 3 MOVES TO-"
1630 DATA "STOP AT A FIRST AID P
OST-","OTHERWISE YOU'RE DEAD-","A L
ADDER CAN BE CLIMBED-","BY STOPPI
NG AT ITS BASE-"
1640 DATA "PRESS & HOLD ANY KE-"
,"TO SHAKE THE DICE","----- THEN
RELEASE-","MOVE BY PESSING ANY K
EY"
1650 REM ***SET PROMPTS**
1660 CALL HCHAR(22,4,32,LEN(AS))
1670 AS="PLAYER 1"
1680 BS="PLAYER 2"
1690 CS="SHAKE"
1700 DS="MOVE"
1710 FOR I=1 TO 8
1720 CALL HCHAR(23,2+I,ASC(SEGS
AS,I,1))
1730 CALL HCHAR(24,2+I,ASC(SEGS
BS,I,1))
1740 NEXT I
1750 FOR I=1 TO 5
1760 CALL HCHAR(22,11+I,ASC(SEGS
CS,I,1))
1770 NEXT I
1780 FOR I=1 TO 4
1790 CALL HCHAR(22,18+I,ASC(SEGS
DS,I,1))
1800 NEXT I
1810 CALL COLOR(11,2,16)
1820 CALL HCHAR(23,12,141,5)
1830 CALL HCHAR(23,19,141,4)
1840 CALL HCHAR(24,12,149,5)
1850 CALL HCHAR(24,19,149,4)
1860 CALL HCHAR(112,"00")
1870 REM ***START GAME***
1880 FOR PLR=0 TO 1
1890 Y=YP(PLR)
1900 X=XP(PLR)
1910 U=UP(PLR)
1920 M=MP(PLR)
1930 CALL HCHAR(23+PLR,12,32,5)
1940 CALL HCHAR(23+PLR,12,141+8+
PLR,5)
1950 SNAKE=0
1960 REM ***SHAKE DICE***
1970 CALL KEY(O,K,S)
1980 CALL SOUND(100,110,20)

```

```

1990 CALL SOUND(50,220,20)
2000 IF S=0 THEN 1930
2010 DI=DI+1
2020 CALL SOUND(-250,500*INT(.5*R
ND+1),20)
2030 IF DI>6 THEN 2040 ELSE 2120
2040 DI=1
2050 TG=TG+1
2060 TDG=TG/2
2070 TNG=INT(TDG)
2080 IF TDG<TNG THEN 2110
2090 CALL CHAR(112,"00")
2100 GOTO 2120
2110 CALL CHAR(112,"0408112243C
4080")
2120 CALL KEY(0,K,S)
2130 IF S<>0 THEN 2010
2140 CALL HCHAR(23,30,48+DI)
2150 IF Y=2 THEN 2160 ELSE 2190
2160 IF X=3+DI<5 THEN 2170 ELSE
2190
2170 IF DI=6 THEN 1970 ELSE 2770
2180 CALL HCHAR(23,30,48+DI)
2190 CALL HCHAR(23+PLR,19,32,4)
2200 CALL HCHAR(23+PLR,19,141+8*
PLR,4)
2210 REM ***MOVE***
2220 CALL KEY(0,K,S)
2230 CALL SOUND(100,110,20)
2240 CALL SOUND(50,220,20)
2250 IF S=0 THEN 2190
2260 FOR T=1 TO 3+DI
2270 CALL SOUND(100,-1+PLP,10)
2280 IF (Y=20)+(X=3)+(PLR=1) THEN
2290 ELSE 2320
2290 CALL HCHAR(20,3,145)
2300 CALL HCHAR(20,3,32)
2310 GOTO 2380
2320 IF (Y=20)+(X=3)+(PLP=0) THEN
2330 ELSE 2360
2330 CALL HCHAR(20,3,137)
2340 CALL HCHAR(20,3,144)
2350 GOTO 2380
2360 IF (Y=18)+(Y=14)+(Y=10)+(Y=
6)+(Y=2) THEN 2550
2370 CALL HCHAR(Y,X,U)
2380 X=X+1
2390 TGE=2
2400 IF X<31 THEN 2420
2410 TGE=0
2420 IF X=33 THEN 2430 ELSE 2460
2430 X=X-1
2440 Y=Y-2
2450 M=1
2460 CALL GCHAR(Y,X,U)
2470 IF (T=3+DI)+(U=106)+(U=107
) THEN 4050
2480 CALL HCHAR(Y,X,137+M+8+PLP)
2490 CALL HCHAR(Y,X,136+8+PLR)

```

```

2500 IF TDG=TNG THEN 2540
2510 CALL GCHAR(Y,X+TGE,TE)
2520 IF TE=112 THEN 2530 ELSE 25
40
2530 T=3+DI
2540 GOTO 2630
2550 CALL HCHAR(Y,X,U)
2560 X=X-1
2570 TGE=-2
2580 IF X=2 THEN 2590 ELSE 2460
2590 X=X+1
2600 Y=Y-2
2610 M=0
2620 GOTO 2460
2630 IF T=3+DI THEN 2640 ELSE 27
60
2640 IF FR(PLR)=1 THEN 2650 ELSE
2690
2650 HELP(PLR)=HELP(PLR)+1
2660 IF (HELP(PLR)+4)*U=140 THEN
N 2680
2670 IF HELP(PLR)=3 THEN 4910 EL
SE 2690
2680 GOSUB 5020
2690 IF (Y=18)+(Y=14)+(Y=10)+(Y=
6)+(Y=2) THEN 2700 ELSE 2730
2700 CALL GCHAR(Y,X+2,ST)
2710 M=1
2720 IF ST=112 THEN 2950 ELSE 27
60
2730 CALL GCHAR(Y,X+2,ST)
2740 M=0
2750 GOTO 2720
2760 NEXT T
2770 YP(PLP)=Y
2780 XP(PLP)=X
2790 IF (DI=6)+(SNAKE=0) THEN 281
0
2800 IF PLR=0 THEN 2810 ELSE 285
0
2810 IF U=144 THEN 2820 ELSE 286
0
2820 U=UP(1)
2830 UP(1)=136
2840 GOTO 2880
2850 IF U=136 THEN 2860 ELSE 288
0
2860 U=UP(0)
2870 UP(0)=144
2880 UP(PLR)=U
2890 MP(PLR)=M
2900 IF (DI=6)+(SNAKE=0) THEN 189
0
2910 IF (Y=2)+(X=5) THEN 4290
2920 NEXT PLR
2930 GOTO 1880
2940 REM ***STOP ON ADDEP***
2950 N=0

```

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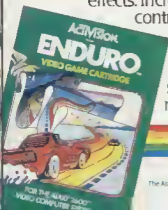
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```

2960 CALL SOUND(500,10000,20,150
00,0,33000,0,-8,5)
2970 CALL CHAR:112,"04081122243C
4080")
2980 T0G=TNG+1
2990 FOR SC=1 TO 5
3000 SNAKE=1
3010 FR(PLR)=1
3020 CALL SOUND(-130,1000-20+SC,
SC+2)
3030 CALL HCHAR(Y,N,129+8*PLR)
3040 CALL HCHAR(Y,X+N,136+8*PLR)
3050 NEXT SC
3060 CALL HCHAR(Y,N+N,U)
3070 IF Y=16+X+Y=12+Y=4 THEN
3080 ELSE 3140
3090 N=N+1
3090 IF N=1 THEN 3100 ELSE 1000
3100 U=32
3110 GOTO 2990
3120 U=136+8*PLR
3130 IF N/2 THEN 1200 ELSE 1900
3140 N=N-1
3150 IF N=-1 THEN 3160 ELSE 1960
3160 U=32
3170 GOTO 2990
3180 U=136+8*PLR
3190 IF N=2 THEN 3200 ELSE 1960
3200 N=2
3210 GOTO 1200
3220 N=-2
3230 CALL HCHAR(Y,N,N-1,11)
3240 CALL SOUND(1100,1000,20,150
00,0,33000,0,-8,5)
3250 FOR DEL=1 TO 500
3260 NEXT DEL
3270 CALL HCHAR(Y+1,N+N-1,114)
3280 CALL HCHAR(Y,N+N-118)
3290 FOR DELAY=1 TO 250
3300 NEXT DELAY
3310 CALL SOUND(100,-3,0)
3320 CALL HCHAR(Y,N+N,111)
3330 FOR DEL=1 TO 250
3340 NEXT DEL
3350 CALL HCHAR(Y,N+N,32)
3360 CALL HCHAR(Y+1,X+N-1,117)
3370 CALL HCHAR(Y,N+N,112)
3380 IF N=2 THEN 3390 ELSE 1510
3390 IF Y=16 THEN 3400 ELSE 3450
3400 Y=20
3410 X=22
3420 GOTO 3730
3430 IF Y=12 THEN 3440 ELSE 3470
3440 Y=18
3450 X=28
3460 GOTO 3730
3470 IF Y=4 THEN 3480 ELSE 3510
3480 Y=12
3490 Y=22

```

```

3500 GOTO 3730
3510 IF Y=14 THEN 3520 ELSE 3550
3520 Y=20
3530 X=10
3540 GOTO 3730
3550 IF Y=10 THEN 3560 ELSE 3590
3560 Y=16
3570 X=19
3580 GOTO 3730
3590 IF Y=6 THEN 3600 ELSE 3630
3600 Y=12
3610 X=16
3620 GOTO 3730
3630 IF X=23 THEN 3640 ELSE 3670
3640 Y=6
3650 X=22
3660 GOTO 3730
3670 IF X=11 THEN 3680 ELSE 3710
3680 Y=6
3690 X=10
3700 GOTO 3730
3710 Y=14
3720 X=4
3730 CALL GCHAR(Y-1,N+1,10)
3740 FOR EN=1 TO 6
3750 CALL SOUND(50,154-7*EN,0)
3760 CALL HCHAR(Y-1,N+1,120)
3770 FOR DEL=1 TO 50
3780 NEXT DEL
3790 CALL HCHAR(Y-1,N+1,121)
3800 NEXT EN
3810 CALL SOUND(50,-1,0)
3820 CALL HCHAR(Y-1,X+1,U)
3830 CALL HCHAR(Y,X,136+8*PLR)
3840 FOR DEL=1 TO 50
3850 NEXT DEL
3860 IF (Y=20)+Y=16)+Y=12 THEN
3870 ELSE 3970
3870 CALL HCHAR(Y,X,136+8*PLR)
3880 M=0
3890 FOR DEL=1 TO 100
3900 NEXT DEL
3910 CALL HCHAR(Y,X,32)
3920 X=X-1
3930 CALL GCHAR(Y,X,U)
3940 CALL HCHAR(Y,X,136+8*PLR)
3950 CALL HCHAR(Y,X,136+8*PLR)
3960 GOTO 2770
3970 CALL HCHAR(Y,X,137+8*PLR)
3980 M=1
3990 CALL HCHAR(Y,X,32)
4000 X=X+1
4010 CALL GCHAR(Y,X,U)
4020 CALL HCHAR(Y,X,137+8*PLR)
4030 GOTO 3950
4040 PEM ***STOP ON LADDER***
4050 IF U=106 THEN 4060 ELSE 417
0

```

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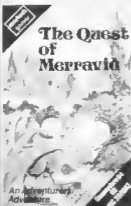
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```

4060 Y=Y-1
4070 CALL GCHAR(Y,X,U)
4080 CALL HCHAR(Y,X,137+M+8*PLR)
4090 CALL HCHAR(Y,X,136+8*PLR)
4100 CALL SOUND(200,500+20*(24-Y),5)
4110 CALL GCHAR(Y,X-1,U)
4120 CALL GCHAR(Y-1,X-2,U)
4130 IF (UU=104)+(UUU=104) THEN 4140 ELSE 2640
4140 X=X-1
4150 CALL HCHAR(Y,X+1,U)
4160 GOTO 4060
4170 Y=Y-1
4180 CALL GCHAR(Y,X,U)
4190 CALL HCHAR(Y,X,137+M+8*PLR)
4200 CALL HCHAR(Y,X,136+8*PLR)
4210 CALL SOUND(200,500+20*(24-Y),5)
4220 CALL GCHAR(Y,X+1,U)
4230 CALL GCHAR(Y-1,X+2,U)
4240 IF (UU=105)+(UUU=105) THEN 4250 ELSE 2640
4250 CALL HCHAR(Y,X,U)
4260 X=X+1
4270 GOTO 4170
4280 REM ***END ROUTINE***
4290 FOR WIN=1 TO 20
4300 CALL SOUND(200,1000,0)
4310 CALL HCHAR(23+PLR,12,32,11)
4320 CALL HCHAR(23+PLR,12,141+8*PLR,5)
4330 CALL HCHAR(23+PLR,19,141+8*PLR,4)
4340 CALL HCHAR(Y,X,139+8*PLR)
4350 CALL HCHAR(Y,X,136+8*PLR)
4360 NEXT WIN
4370 CALL COLOR(11,16,16)
4380 RESTORE 4490
4390 FOR H=1 TO 5
4400 READ Y,X,D
4410 CALL HCHAR(Y,X,D+8*PLR)
4420 CALL SOUND(300,65*X,0,82*X,0,98*X,0)
4430 IF H=1 THEN 4440 ELSE 4470
4440 CALL HCHAR(Y,X,97)
4450 GOTO 4480
4460 IF H=5 THEN 4040
4470 CALL HCHAR(Y,X,32)
4480 NEXT H
4490 DATA 2,5,142,2,4,143,2,3,142,2,4,143,2,5,142
4500 FOR LEV=1 TO 30 STEP 5
4510 CALL SOUND(200,390,LEV,492,LEV,588,LEV)
4520 NEXT LEV
4530 CALL HCHAR(22,3,32,25)
4540 AS="YOU'VE LOST PLAYER "&CHR$(50-PLR)
4550 GOSUB 4760

```

```

4560 AS="*WANT A RE-MATCH? Y N"
4570 GOTO 4760
4580 END
4590 CALL HCHAR(22,4,32,LEN(AS))
4600 FOR PLR=0 TO 1
4610 Y=YP(PLR)
4620 X=XP(PLR)
4630 U=UP(PLR)
4640 CALL HCHAR(Y,X,U)
4650 NEXT PLR
4660 CALL HCHAR(20,3,136)
4670 FOR I=0 TO 1
4680 YP(I)=20
4690 XP(I)=3
4700 MP(I)=0
4710 HELP(I)=0
4720 FA(I)=0
4730 NEXT I
4740 TG=0
4750 GOTO 1750
4760 FOR I=1 TO LEN(AS)
4770 CALL HCHAR(22,3+I,AS(I),SEG$(AS,I,1))
4780 NEXT I
4790 FOR DEL=1 TO 300
4800 NEXT DEL
4810 IF SEG$(AS,1,1)="/" THEN 4820 ELSE 4880
4820 CALL KEY(0,K,S)
4830 IF (K=78)*SEG$(AS,2,1)="I" THEN 1660
4840 IF (K=89)*SEG$(AS,2,1)="I" THEN 1550
4850 IF (K=78)*SEG$(AS,2,1)="M" THEN 4580
4860 IF (K=89)*SEG$(AS,2,1)="M" THEN 4590
4870 IF (K<89)+(K>78) THEN 4820
4880 CALL HCHAR(22,4,32,LEN(AS))
4890 RETURN
4900 STOP
4910 FOR I=1 TO 5
4920 CALL SOUND(300,-1,0)
4930 CALL SOUND(500,-2,29)
4940 NEXT I
4950 CALL SOUND(3000,-1,0)
4960 AS="YOU RAN OUT OF TIME"
4970 GOSUB 4760
4980 AS="YOUR DEAD PLAYER "&CHR$(49+PLR)
4990 GOSUB 4760
5000 CALL HCHAR(Y,X,U)
5010 GOTO 4560
5020 FOR I=1 TO 6
5030 CALL SOUND(200,110+I,9-I)
5040 NEXT I
5050 FA(PLR)=0
5060 HELP(PLR)=0
5070 RETURN

```

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David Rawlings

```
0 LE=1: I=0: J=0: GOSUB 8000
1 SC=0: BC=0: GO TO 60
2 REM
3 REM : MISSILE ATTACK
4 REM : copyright 1982 :
5 REM
6 A=A+2: B=B+2: RETURN
7 A=A+2: B=B-2: RETURN
8 A=A+2: RETURN
9 A=A-2: B=B+2: RETURN
10 A=A-2: B=B-2: RETURN
11 A=A-2: RETURN
12 B=B+2: RETURN
13 B=B-2: RETURN
14 B=B-2: RETURN
15 RETURN
20 FOR XX=A-2 TO A+2: FOR YY=B-2 TO B+2: COLOR RND(0)*4: PLOT XX,YY: NEXT YY: NEXT XX
21 COLOR 0: FOR XX=A-2 TO A+2: FOR YY=B-2 TO B+2: PLOT XX,YY: NEXT YY: NEXT XX: RETURN

60 IF REP>0 THEN 100
70 DIM CITMID(6), CITY(6), X1(10), DEL(10), START(10), X(10), Y(10), COL(10), C(4)
100 FOR I=0 TO 6: CITMID(I)=I*21+16: CITY(I)=0: NEXT I
200 REM START POINTS, ANGLES, DELAY AND COLOR
201 TOT=0
205 CITY(3)=0
206 IF LE/2<>INT(LE/2) OR LE<1 THEN 210
207 GRAPHICS 1: POSITION 5,6: C=RND(0)*16: SETCOLOR 2,C,6: SETCOLOR 4,C,6: 17 #61"SON
US X " : INT(LE/2)+1
208 FOR W=1 TO 75: SOUND 1, RND(0)*10+1, 10, B: NEXT W: SOUND 1, 0, 0, 0
210 GOSUB 4000
215 Z=LE+5: IF Z>10 THEN Z=10
220 FOR I=1 TO Z
230 START(I)=INT(RND(0)*19)*7+16
240 X1(I)=INT(RND(0)*9)-4
245 IF X1(I)=0 THEN 240
250 DEL(I)=INT(RND(0)*7)
255 X(I)=START(I): Y(I)=12
260 NEXT I
290 FOR Q=1 TO 10: COL(Q)=0: NEXT Q
300 FOR Q=1 TO Z: COL(Q)=3: NEXT Q
500 REM MAIN LOOP
510 F=20: BOUND 3, 10, 10, 12: GOSUB 5000: SOUND 3, 0, 0, 0: FOR W=1 TO 200: NEXT W
515 A=B: B=30
520 FOR L=1 TO 24: SOUND 0, L, B, 2
540 FOR I=1 TO 10: TRAP 550
545 COLOR 0: PLOT A, B: GOSUB STICK(0): COLOR 2: PLOT A, B
546 GOSUB 2500
550 IF DEL(I)>0 THEN DEL(I)=DEL(I)-1: GO TO 680
555 TRAP 680: COLOR COL(I)
557 IF COL(I)=0 AND Y(I)>73 THEN 660
560 PLOT START(I), 12: DRAWTO X(I), Y(I)
660 IF Y(I)=76 THEN IF COL(I)=3 THEN GOSUB 2000
670 X(I)=X(I)+X1(I): Y(I)=Y(I)+4
680 NEXT I
700 NEXT L: FOR W=1 TO 150: NEXT W: SOUND 0, 25, B, 1: FOR W=1 TO 200: SOUND 0, 0, 0, 0
710 GOSUB 12000
720 REM SCORING
730 IF F=0 THEN 740
735 F=F-1: BO=BO+5*(INT(LE/2)+1): GOSUB 5000: BOUND 0, 20, 10, B: SOUND 0, 0, 0, 0: GO TO 7
30
740 FOR I=0 TO 6
745 IF I=3 THEN I=4
750 LOCATE CITMID(I), 76, Q: LOCATE CITMID(I), 77, R: IF R<>2 AND S<>2 THEN CITY(I)=9
GO TO 755
752 BO=BO+50*(INT(LE/2)+1): GOSUB 5000
753 COLOR 0: FOR X=72 TO 79: PLOT CITMID(I)-3, X: DRAWTO CITMID(I)+3, X: NEXT X
754 SOUND 0, 20, 10, B: SOUND 0, 0, 0, 0
755 NEXT I
760 REM
B50 FOR W=1 TO 500: NEXT W
B55 FOR B=1 TO 260 STEP 10: SOUND 0, B, 10, B: NEXT B: SOUND 0, 0, 0, 0
B60 BC=SC+B: BO=0: GOSUB 5000: FOR W=1 TO 1000: NEXT W
```




**RUNS ON AN ATARI 400-800 IN 16K**

**BY DAVID RAWLINGS**

High above the planet the alien attack fleet awaits the final order to launch their deadly heat seeking missiles. Meanwhile on the planet's surface the defence system is on Red Alert. All shields are up ready to defend the cities and lasers are at the ready — preparing to blast the missiles out of the atmosphere as they race toward the gleaming spires and towers of the vulnerable cities. What will the outcome be? Will the cities be saved? Or will the alien attackers reduce them to piles of smoking rubble? Only you will know. You are in charge of the defence systems which protect those all important cities. Can you save them? Play On!

# MISSILE ATTACK






```

900 LE=LE+1
905 FOR I=0 TO 4
906 IF I=3 THEN I=4
907 TOT=TOT+CITY(I):NEXT I
908 TOT=TOT-INT(SC/10000)+BC
909 IF TOT<54 THEN 920
910 GRAPHICS 2+16:SETCOLOR 4,3,2:SETCOLOR 4,3,2:POSITION 5,5: ? #6;"thw end":POB
ITION 2,7
915 ? #6;"SCORE: ";SC:IF SC>HB THEN HS=BC
916 POSITION 5,9: ? #6;"HB=":HS:FOR WW=1 TO 1500:NEXT WW
917 FOR AA=0 TO 6:CITY(AA)=0:NEXT AA:REP=REP+1:GOTO 0
920 TOT=0
930 IF INT(SC/10000)=BC THEN 990
940 FOR C=0 TO 4:C(C)=PEEK(C+70B):NEXT C:GRAPHICS 1:FOR C=0 TO 4:POKE C+70B,C(C)
NEXT C



```



```

950 FOR C=0 TO 10:POSITION 5,10: ? #6;"BONUS CITY":FOR W=1 TO 30:NEXT W:POSITION
5,10: ? #6;"bonus city"
960 FOR W=1 TO 30:NEXT W:NEXT C:BC=BC+1
970 FOR C=1 TO 100:CC=INT(RND(0)*7):IF CC=3 THEN CC=4
975 IF CITY(CC)=9 THEN CITY(CC)=0:GOTO 990
977 NEXT C
990 GO TO 200
1000 REM
2000 LOCATE X(1),77,0:IF D=2 THEN GOSUB 7000
2015 FOR W=1 TO 4:SOUND 1,W*6,B,B:TRAP 2030:COLOR W:PLOT X(1),75:PLOT X(1)+1,74:
PLOT X(1)+1,76:PLOT X(1)-1,76
2020 PLOT X(1)-1,74:PLOT X(1),73:PLOT X(1),77
2030 NEXT W:SOUND 1,0,0,0:Y(1)=76
2040 RETURN
2500 IF STRIG(0)=1 OR CITY(3)=9 OR F=0 THEN RETURN
2505 LOCATE 79,75,0:LOCATE 79,76,0:IF D1<>2 AND D2<>2 THEN CITY(3)=9
2510 COLOR 2:SOUND 1,2,B,B:PLOT 79,73:DRAWTO A,B:COLOR 0:PLOT 79,73:DRAWTO A,B:B
OUND 1,0,0,0:F=F-1
2520 COLOR 1:PLOT A,B-2:PLOT A-1,B-1:DRAWTO A+1,B-1:PLOT A-2,B:DRAWTO A+2,B:B
A-1,B+1:DRAWTO A+1,B+1
2530 PLOT A,B+2
2570 COLOR 0:PLOT A,B-2:PLOT A-1,B-1:DRAWTO A+1,B-1:PLOT A-2,B:DRAWTO A+2,B:B
A-1,B+1:DRAWTO A+1,B+1
2580 PLOT A,B+2
2600 FOR Z=1 TO 10:IF ABS(X(Z)-A)<4 THEN IF ABS(Y(Z)-B)<4 THEN IF COL(Z)=3 THEN
COL(Z)=0:SC=SC+10:GOSUB 20
2610 U=1
2620 NEXT Z:GOSUB 5000:RETURN
3000 REM
4000 REM SET UP SCREEN
4010 GRAPHICS 7:SETCOLOR 2,RND(0)*16,2:SETCOLOR 4,RND(0)*16,B:SETCOLOR 0,RND(0)*
16,2


```

```

4020 AA=INT(RND(0)*16+1):BB=INT(RND(0)*16+1):IF AA=BB THEN 4020
4025 SETCOLOR 0,AA,10:SETCOLOR 1,BB,10:COLOR 1
4060 FOR X=76 TO 79:PLOT 0,X:DRAWTO 159,X:NEXT X
4070 PLOT 0,73:DRAWTO 0,75:PLOT 1,74:PLOT 1,75:PLOT 159,75:PLOT 157,75
4080 PLOT 159,73:DRAWTO 159,75:PLOT 158,74:PLOT 158,75:PLOT 157,75
4100 FOR I=0 TO 6:COLOR 2
4105 IF I=3 THEN I=4
4107 IF CITY(I)=9 THEN 4120
4110 FOR X=CITMID(I)-3 TO CITMID(I)+3:PLOT X,78:DRAWTO X,76-RND(0)*3:NEXT X
4120 NEXT I
4130 PLOT 76,77:DRAWTO 82,77:PLOT 76,76:DRAWTO 82,76:PLOT 77,75:DRAWTO 81,75:PLO
T 78,74:DRAWTO 80,74:PLOT 79,73
4140 POKE 752,1:POKE 656,0: ? "LEVEL: ";POKE 656,2: ? "BONUS: ";POKE 656,0:POKE 657,

```



```

27:7 "FUEL:"
4150 POKE 656,2:POKE 657,27:7 "SCORE:"
4160 POKE 656,1:POKE 657,10:7 "HIGH SCORE="HS;
4900 RETURN
5000 POKE 656,0:POKE 657,8:7 LE:POKE 657,32:7 F:7 "
5010 POKE 656,2:POKE 657,8:7 80:" "POKE 657,33:7 SC:RETURN
7000 FOR E=1 TO 200 STEP 5:SOUND 2,E,8,8:NEXT E
7005 V=X(1):FOR K=3 TO 0 STEP -1:COLOR K:PLOT V,78:ORAWTO V-3,78:PLOT V,78:ORAWT
0 V-3,78:PLOT V,78:ORAWTO V-2,75
7010 PLOT V,78:ORAWTO V,74:PLOT V,78:ORAWTO V+2,75:PLOT V,78:ORAWTO V+3,76:PLOT
V,78:ORAWTO V+3,78:NEXT K
7020 FOR K=3 TO 0 STEP -1:COLOR K:FOR XP=X(1)-6 TO X(1)+6 STEP 2:PLOT V,78:ORAWT
0 XP,72:NEXT XP:SOUND 2,E,8,K*3
7030 NEXT K:RETURN
8000 REM START

```



```

B010 GRAPHICS 2+16:SETCOLOR 4,3,2:SETCOLOR 2,3,2:POSITION 3,5:7 #6:"missile atta
ck"
B020 POSITION 3,9:7 #6:"david rawlings":POSITION 5,10:7 #6:"@ 1982"
B025 POSITION 3,7:7 #6:"HIGH SCORE="HS;
B030 FOR W=1 TO 500:NEXT W
B035 FOR I=1 TO 40
B040 XX=INT(RND(0)*20):YY=INT(RND(0)*12)
B045 POSITION XX,YY:7 #6:"="
B046 SETCOLOR 4,YY,2:SETCOLOR 2,YY,2
B047 FOR II=1 TO 75 STEP RND(0)*7+4:SOUND 0,11,8,8:NEXT II:SOUND 0,0,0,0
B050 NEXT I:FOR W=1 TO 200:NEXT W:XT=0
B090 POSITION 4,2:7 #6:"press START":GOTO B097
B095 POSITION 4,2:7 #6:"press start"
B097 FOR W=1 TO 30:NEXT W
B100 XT=XT+1:IF PEEK(53279)<>6 THEN GO TO B090+10*(XT/2-INT(XT/2))
B200 RETURN
12000 REM SUBR FOR SPACESHIPS
12010 IF LE<2 THEN RETURN
12020 FOR T=0 TO LE-4
12030 TAR=INT(RND(0)*7):X1=CITMIO(TAR):Y1=6:BT=LE/3:IF BT>5 THEN ST=5
12031 IF LE>12 THEN IF CITY(TAR)=9 THEN IF RND(0)<(0.5+LE/50) THEN 12030
12035 Y1=Y1+BT
12037 SOUND 1,Y1,10,8

```



```

12040 COLOR 3:PLOT X1,Y1-1:PLOT X1+1,Y1:PLOT X1,Y1+1:PLOT X1-1,Y1
12050 TRAP 12060:COLOR 0:PLOT A,8:GOSUB BTICK(0):IF LE<10 THEN GOSUB BTICK(0)
12060 COLOR 0:PLOT X1,Y1-1:PLOT X1+1,Y1:PLOT X1,Y1+1:PLOT X1-1,Y1:SOUND 1,Y1*2,1
0,8
12100 IF Y1<77 THEN 12200
12105 FOR E=1 TO 200 STEP 5:SOUND 1,E,8,8:NEXT E
12110 TRAP 13000:FOR XX=X1-5 TO X1+5 STEP 2:FOR YY=Y1-5 TO Y1+5 STEP 2:COLOR RND
(0)*4:PLOT XX,YY:NEXT YY:NEXT XX
12115 SOUND 1,0,0,0
12120 COLOR 0:FOR XX=X1-2 TO X1+2:FOR YY=Y1-6 TO Y1+2:PLOT XX,YY:NEXT YY:NEXT XX
12150 SOUND 1,0,0,0
12190 GO TO 13000
12200 GOSUB 2500
12210 IF U<>1 THEN 12035
12250 U=0:IF ABS(A-X1)>3 OR ABS(B-Y1)>3 THEN GOTO 12035
12255 SOUND 3,150,4,6
12260 U=0:FOR XX=A-2 TO A+2:FOR YY=B-2 TO B+2:COLOR RND(0)*4:PLOT XX,YY:NEXT YY:
NEXT XX:SC=SC+200
12270 GOSUB 5000:COLOR 0:FOR XX=A-2 TO A+2:FOR YY=B-2 TO B+2:PLOT XX,YY:SOUND 3,
RND(0)*256,8,6:NEXT YY:NEXT XX
12280 SOUND 3,0,0,0
13000 SOUND 1,0,0,0:NEXT T:RETURN

```





# Christmas Ideas From SHIVA



## Computing: A Bugs Eye View

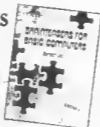
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## Games to Play on your Oric-1

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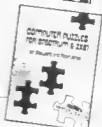
## Games to Play on your Spectrum

Martin Wren-Hilton £1.95



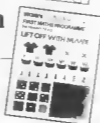
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# fantasy

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September is the last month to qualify for the Black Hole championship. However, from October the sender of the highest valid score each month will win software of their own choice to the value of £50.

The Black Hole is a technicoloured confection of special effects...very demanding; magnificent graphics. (Soft)  
The explosion effects are some of the best we have seen.  
... (Sinc User)

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Wishes One Window — the Games network a trademark

# PLAY

The cable TV revolution won't just mean more sport and soap operas beaming into your front rooms. Computer games will also be zipping down the cables to provide yet another way of getting software for your micro. TIM METCALFE takes a look at two cable games services which will come on-line early next year. Will cable change the face of video gaming?

**P**ICTURE the scene. A bored family sitting around the TV, watching yet another repeat of *The Good Life*. Suddenly there's a flash of light, a puff of orange smoke and a strangely dressed being appears through the screen!

"Hi! I'm Captain Cable, defender of the viewer," says the odd visitor. "My mission is to protect YOU from TV boredom. No longer do you have to suffer the tyranny of the dreaded repeat. I can bring you the TV programmes of your dreams — and computer games too!"

Soon the family are happy and laughing again, playing the latest space shoot 'em up on their special cable games console supplied by Captain Cable. "Gee, thanks Captain," says little Bobby. "We'll never have to watch *Game for a Laugh* again!"

Well, maybe the arrival of cable television won't be so dramatic in your home, but there's no doubt that it will change the way you use your TV.

If you are lucky enough to live in an area where there is already a cable system linking your home with a "head end" station — that's where the films, games and news come from — you should be able to get a games service shortly after cable TV starts early next year.

Two major companies are going to provide a computer games service to subscribers when cable TV gets under way. W. H. Smith have come to an agreement to distribute services provided by The Games Network, a Californian company. And Thorn-EMI will be using their own cable networks to send games for popular micro-computers into your homes on their Telesoftware system.

The two systems illustrate the different approaches to playing games by cable. The W. H. Smith service, The Games Network, will be offered as a package to companies operating a cable system — who in turn will sell it to you the customer.

The Games Network needs a special computer to download the games, you can't just plug your own home micro into the system. This machine is called The Window and is a 64k micro custom built for The Games Network.

Subscribers to the network will be able to choose from 20 different games each month — selecting the game and playing it using The Window. Each month at least five new games will replace the least popular offerings on the system. The games are stored on a head-end computer system, which includes a fail-safe back-up to prevent any problems.

It will be a 24 hour system too — so if you want to blast a few aliens at three o'clock in the morning you'll be able to do just that! W. H. Smith say that the cost to the subscriber will be around £10 per month. They reckon that if you wanted to play as many games per month as the network will provide you'd need to spend around £100 on tapes or cartridges.

Any of you having ideas about copying the games from the network system had better think again. The Window has built in security systems to prevent you doing it! There's no way you can save your favourite game, you have to pay as you play.

Initially The Games Network will use games written in the U.S. but W. H. Smith say they want to gradually introduce British written software into the system.

The Games Network was tested in California and started in earnest in September this year. In the States the network recommends that cable companies charge subscribers \$49.98 to install the computer. The cable company keeps \$18 of the installation fee and the customer gets \$20 back when he ends his subscription.

Thorn-EMI hope to hold several of the cable franchises when the Government decides later this year. They will

use their Telesoftware system to distribute games already available on their software catalogue.

The main difference is that unlike The Games Network, subscribers will be able to use their own micro. The games will download onto any of the popular home-computers including Spectrum, Atari, Texas, Vic-20, Commodore 64, BBC and, in the near future, the new Electron.

Subscribers will need a TV top adapter and Thorn-EMI are developing special cartridges for cartridge based machines to allow communication between the Telesoftware system and the computer.

The subscriber simply calls up a menu page, selects another page detailing games for his or her machine and then chooses a game and downloads it.

Telesoftware hope to have up to 100 games on their system, again being monitored for popularity so changes can be made to the catalogue.

They also plan to use other software other than that marketed by Thorn-EMI.

They say they went for a cable distribution system rather than a telephone line system — like Micronet — simply

## DIAL A VIDEO GAME!

**T**HE days of buying your software on cassette are numbered. The latest way of obtaining programs is called telesoftware. The tele part means the same as in television and telephone — Latin for "from far away" — which is the idea of telesoftware.

Instead of buying a program on a tape or cartridge you can now receive it, transmitted at the speed of light from a computer far away, into your own micro.

There are two ways of doing this. One is to transmit the program down a wire using either a specially installed cable or the existing phone line.

The alternative is to broadcast the software through the airwaves as a radio signal and let your micro decode it when it arrives.

Both systems are currently available and although they both allow you to "download" programs, there are also many differences between them. Let me

To access Ceefax on your BBC you will need to buy the Acorn Teletext adaptor. This will cost you £225, for which you get the box of tricks itself, a ROM which you can install yourself without invalidating the guarantee, and a glossy 73 page manual.

Because the data from Ceefax is broadcast over the airwaves, communication is only one way. You'd need a pretty big transmitter in your garden to talk back!

This means that you can't, for example, say "send page 147". So what happens is that the Ceefax transmitter sends each page for about a fifth of a second and then sends the next and so on. Then it starts again from the beginning.

You tell the Teletext adaptor which page you want and the machine then waits for that page to come round, "grabs" it from the system and displays it on screen for as long as you wish.

Although there is no real limit to the number of pages which are available on Ceefax, it is kept at around five to six hundred to keep access times as short as possible. One complete cycle takes 15 seconds.

It's not as simple as that, though. Each page, of which there are a couple of hundred, can have up to 99 sub-pages which are extensions of that page. So a screen which is labelled 147 58 means page 147, sub page 5 of 8.

The computer cycles through the pages transmitting all the sub page 1's, then cycles again transmitting the 2's and so on. So if you're looking for a certain frame it may take time. If you are downloading a 10-page Basic program though, and the first page the machine finds is sub-page 5, then it will load from there and pick up the first four frames when they come round.

This works on Basic programs only — if you are waiting for a text or machine code file then the chances are that it will have to wait and start from the front page.

The most important and useful difference between Ceefax on a special TV and Ceefax on a BBC micro is that a Basic program on a BBC can access pages from Ceefax as if they were stored in the computer's memory and then manipulate them.

For example, there is a program which asks you to choose a menu for a dinner party from a wide range of ingredients. When you have chosen, the computer looks up the "today's food prices" page on Ceefax, extracts the prices of the items chosen and shows you what you would expect to pay for the meal.

If the program is used again the next day, then new prices will be used.

# BY CABLE

because of the speed of downloading and number of games that can be stored on the head end computers.

Both W. H. Smith and Thorn-EMI are aware of the tremendous potential that cable systems have for testing out new games and discovering if they are winners or not. This would save a lot of time and money and popular games would soon find space on the packed software shelves.

The Government has invited applications for the first pilot cable franchises in August. By November this first dozen should have received the green light and by next year should be in operation. Thorn-EMI have applied for franchises in Scotland, Coventry and Leicester.

But many thousands of homes already have access to cable TV so they could be receiving a game service before the rest of the country.

It remains to be seen how popular playing-by-cable will be. Will micro owners give up buying software? Or will cable games be able to exist side by side with existing outlets for software?

Many experts are already predicting that cable TV will flop badly in this country. They reckon that people won't want to pay to watch — or play for that matter. But it's really up to you isn't it?

explain ... Both systems are very new. The newest, though, is run by the good old BBC and is currently available only for the BBC model B micro.

This telesoftware system is the latest addition to the BBC's Ceefax service which puts screens of written information on your television.

Until now there was only the normal information which everyone needs for their daily life, like the current share prices and today's price of filler steak.

What the BBC had been dreaming of was to produce a Ceefax adaptor to enable BBC micro users to access Ceefax instead of the normal way which involved buying a special TV set for around £100 more than a normal one.

It was thought that, if the BBC micro could receive pages of information then why couldn't programs be transmitted on Ceefax pages and loaded into the micro? Well now they can.

This is the BBC's entry in the telesoftware stakes and there are currently around six to eight programs which you can download, as well as having full access to the rest of the Ceefax database.

You can also look at ITV's teletext service which is called Oracle although the BBC don't mention this. Anyway, Oracle doesn't have telesoftware on its pages.

Ceefax is not seen as being a long term software library, and there will only be about seven or eight programs available at one time. These will be changed every 14 days. There will also be software to tie in with schools television broadcasts, and this will be changed weekly to coincide with the programmes.

The other way of receiving telesoftware is via direct wire link between your micro and the computer which is sending the program.

To avoid laying extra cables, most of these systems use the existing telephone line. Such a system is Micronet 800.

Micronet (to its friends) is a large database of information held on an even larger database called Prestel. Prestel is run by British Telecom and owing mainly to the cost of the hardware needed, had only about 10,000 members as of last year.

These were mainly business users. Then someone had the idea of opening an area of Prestel especially for micro users, with the micro doing most of the work of decoding the signals from the phone. All that would then be needed would be a simple piece of equipment to link the micro to the phone.

This system is called Micronet and began operation in April of this year. It starts on page — you guessed it! — 800 of Prestel and has space for around 30,000 frames.

Membership of Micronet also gives you access to the rest of Prestel, which totals some 250,000 pages. Some of these are for private use by certain companies but most are freely available to look at. Micronet also offers telesoftware, with a range of programs which can be downloaded via the phone into your computer.

Transmission on Prestel is two-way. As well as being sent information, you can also send data from your set to the Prestel computer.

This means that you can request a particular page and Prestel will transmit it to you.

Data from Prestel to you is transmitted at 1200 baud, which is the same speed as loading from cassette. There is hardly any delay between pages on longer multi-frame programs.

Because you are on line to a live computer when using Micronet, there is a lot more available to you besides telesoftware. But for the same reason, the computer knows who you are and what telesoftware you are downloading and what other pages you are looking at.

So every three months you receive a Prestel bill, as well as a severe shock when your phone bill arrives!

Micronet can currently be used on the Spectrum, BBC, Apple and Tandy. Link-up for more computers is planned.



The BBC Teletext adaptor (above) and Spectrum with Micronet modem.

There are at least a hundred free programs on the system for each computer, which can be downloaded for the cost of a phone call. There are also programs which will cost you money. These are either written by contributors or by professional software houses.

You can download the latest releases from the major companies more cheaply than ordering the cassette. However, if you then have trouble saving the program on cassette you've lost your money.

These charges go on your Prestel bill, as does your Micronet subscription. About 80% of Prestel pages are free.

There is also a charge for being connected to the Prestel computer. During office hours your bill increases by 5p a minute, but at other times it is free.

These are the two database/telesoftware systems currently available in this country.

To connect to Micronet costs be-

tween £60 and £180 for the modem to link the computer to the phone, depending on your micro, BBC is the cheapest.

You also need to register as a Prestel user which costs £5 a quarter, and as a Micronet user which is £3 a quarter.

Then there are telephone charges and also page charges, although these can be avoided.

The BBC Teletext adaptor costs £225. Once you have paid for it then there are no other charges at all. You can download programs and access the entire Ceefax database as often as you like.

The entire database, though, is only 500 pages in length while Micronet alone has 30,000. Prestel has nearly ten times more. The Prestel and Micronet system is available 24 hours a day, seven days a week. Ceefax is available only while the BBC transmitters are active: from around 6.30am to 1am.

Both systems are quite accurate in the transmitting of data. The telephone line is quite acceptable for Micronet, although the BBC recommends an outdoor aerial for Ceefax reception, unless you live next door to a transmitter.

Micronet is a two-way system. You can send data to Micronet, and even send messages to a fellow subscriber, which will be waiting for him or her when they next use Micronet.

A home banking section has just been introduced whereby you can handle your account, pay bills and see your statement while sitting at home watching TV!

Transmission of Micronet pages is at 1200 baud and, like Ceefax, you can fit about 1k of program on a frame.

Although Ceefax transmission is faster and can download a single-frame program in hardly any time at all, multi-frame programs take as many 15-second cycles as there are frames.

I watched a 20-page program loading. It took six minutes. The maximum program size which you can download is governed by the amount of RAM which the micro uses to process the telesoftware and other data.

Installing the telesoftware ROM in a BBC reduces RAM by around 1.5k, whereas the Micronet-handling software takes 17k of the 32k available to a BBC B user. (One of the reasons why Micronet won't run on a model A).

So now it's make-your-mind-up time. You can either get into the telesoftware habit or carry on sending off for cassettes.

If you'd like to get into this new technology and have a BBC micro then you're lucky enough to have a choice.

If you've got a different computer then you can either join Micronet or hope that someone will make a Teletext adaptor for your machine.

**BY ROBERT SCHIFFREEN**

# CHOOSING A HOME MICRO

**WARNING**

Choosing a home micro can be a daunting task to the newcomer, and with an ever increasing number of micros emerging on the market, even up-grading, say, from a ZX81 can be a risky and expensive exercise if the wrong decision is made. It is important to look at the real facts and specifications, and check exactly what you get for your money before choosing your micro-computer system.

## THE PITFALLS

### "DON'T LET THE ADD ON'S ADD UP"

A number of large companies are offering packages that seem to be good value and low cost. These offers usually have a hidden sting inasmuch as the essential accessories such as connection leads, peripherals and software often carry very high cost premiums e.g. software for low cost hardware usually costs between £29 and £49 for a ROM cartridge!!

### CHECK THE QUALITY OF THE PRODUCT.

Raw materials are now an area where corners can be cut, and shoddy workmanship during building can effect the up time of your unit. Areas to watch out for are unreliable edge connectors, corrosion and poor quality PC B's. Low quality components and bad design will seriously effect the reliability of the end product, and can lead to false economy.

### DON'T BUY A GAMES MACHINE

Unless you want just games and nothing else! With a games computer you are limited. Some computers, however, have the advantage of both games in the play the whole world of computing to explore as your interest and skills develop. A real computer system will allow you to expand your knowledge of the Hi-Technology world and help earn its keep with its added uses in the field of education, communication and home business use.

## SOFTWARE

Make sure the system you choose has a growing library of support software. To enable you to realise the full potential of your machine.

### KEY POINTS TO LOOK FOR

#### ● High Resolution Colour

In general most home computers have a poor graphics resolution (for detail). Check on the vertical and horizontal resolution in graphic mode and multiply the two numbers together. If the result is less than 35 000 then the graphics can hardly be considered high resolution. Without high resolution graphics displays such as those used in games tend to be "Chunky" in appearance.

#### ● High Quality Sound

Some computers claim to provide a sound channel when in reality all that can be heard inside the computer is a small buzzer controlled by electronic pulses. At the very least a sound facility should provide more than one channel and a base channel as well (for gun shot effects in games for example). The best systems also provide envelope control of the sound channels to produce very sophisticated effects, very important for generating music. Also look for the ability to connect to external amplifiers.

#### ● Keyboard

For accurate entry of programs and data into a computer it is important that the keyboard has a good tactile feel in operation. Coupled with acoustic feedback the user is fully aware when the computer has accepted his/her actions. Also of importance in a keyboard is layout. A standard computer keyboard layout will familiarise the user with the vast majority of computers used in the world of business and professional applications, very important if the purpose of purchasing a computer is educational.

#### ● RAM

One of the most important features of a computer is the amount of RAM or memory included. In general the more powerful and exciting a computer program is the more RAM it requires. But take care: all computers are advertised quoting the total RAM used in the system. Computers use up a great deal of their own RAM for storing essential data and particularly in supporting the graphics display and the CPU. If it is less than 32K think again, is it enough?

#### ● Computer Language

It is too difficult to program a computer in its own binary language so high level languages are used. The most popular being BASIC. However there are a number of BASICs, some being very different from the rest. A de facto standard in the computer industry is Microsoft BASIC. Learn this one and you will be able to program in the majority of computer BASICs, such an important point if a home computer is to be used to educate your children to face the technology of the future.

#### ● Expansion

As your interest and knowledge of computing grows, you will need a



Choosing the right system carrying with some years on the selling price money away. Check full specification plus peripherals and software prices, before you buy. Preferably choose a Real computer system that can expand to meet your needs.

computer system that will grow with you, able to accommodate Printers, Disk-drives, Joysticks, Communications Modem, and Colour Monitor as well as produce Hi Fi sound effects.

#### ● Software

The computer you choose should have a growing selection of utility

software to make the most of its capability.

Remember computing is here to stay. You can learn to compute on a toy or a device which does not behave like a real computer. In short, look out for a computer which offers all the points above, and you will be sure of getting the best value for money.

## To find out which company offers you the right choice, with:-

- Good value, high specification, quality micros.
- A quality, 4 colour, plain paper printer/plotter.
- Communications Modem.
- Micro Disk Drives.
- Comprehensive and growing range of software

**TURNOVER...** ➔

ORIC-1



## The Growing System

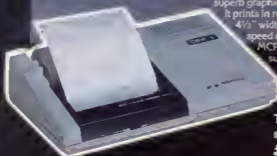
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## JETPAC — ULTIMATE

Those nasty little bugs don't just confine themselves to listings from magazines you know, they've been spotted recently happily living in many peoples' copies of Jetpac, from Ultimate.

We've been getting quite a few calls saying that when trying to gain a massive score of Jetpac to enter our hall of fame contest the program seems to crash when the score gets to about 120,000. I haven't been able to try this myself as I can only manage just over 40,000 but I am assured that it does happen.

I have spoken to the Ultimate people and they said that they had never heard of such a bug. However, they did say that they will exchange your cassette of Jetpac if you think that it is faulty so the best thing to do is if you suspect your cassette is to return it to Ultimate.

## ARCADIA — IMAGINE

Another problem with professional software comes with Arcadia from Imagine, which also runs on a Spectrum.

Tudor Costen wrote in to say that his spectrum crashed with an out of memory error at line 10:10 while he was playing Arcadia.

This occurred at level 244 with a score of 235,301. If anyone else has this problem, or can get anywhere near level 244, then let me know.

## DRAUGHTS — ATARI

Thanks to everyone who wrote in to help me with the problem in our Draughts listing from July's issue. When typing the program into an Atari, line 109 would not fit as it was too long by four characters.

I have since discovered the solution so I award myself £5 for the following tip: you can set the left and right margins on the Atari by poking location 82 and 83 respectively.

Normally the left margin is set to four but to enter line 109 (and a couple of others) it is necessary to set the margins to allow a longer line. To do this, type POKE 82,0:POKE 83,39 <return> before typing in the program. If you have a partly typed copy on cassette then load the tape, type the POKEs and then correct your copy and re-save it.

## VARIABLES ON THE ATARI

Here's a tip for all Atari owners. This program occupies just 245 bytes on an 800 or 400 machine and will print out the values of all the current variables and also the total number of variables used.

To use it, type GOTO 5 and not RUN, otherwise you'll clear all the variables from the machine!

```
5 Graphics 0: POKE 762,1
10 X=2048,Y=0
20 IF PEEK(X)>90 THEN PRINT
   CHR$(PEEK(X)-128):X=X+1:GOTO 20
30 IF PEEK(X)<48 THEN PRINT-PRINT
   "THERE ARE 'Y:' VARIABLES "END
40 PRINT CHR$(PEEK(X)):
50 X=X+1:GOTO 20
```

If an open bracket character appears after a variable then it means that it is an array. Credit for this masterpiece goes to Guy Coleman from Stratford, London, E15, as does a cheque for £5.

## VIC — QUEST — VIC-20

Our listing for the Vic in September's issue was Vic Quest, which worked perfectly when I tested it on our Vic. Our printer, though, was in need of a new ribbon which caused some difficulties with printing. We're saving up for a new ribbon, but in the meantime these are the places where you may have found your vision blurring.  
Listing 1: line 1180 The 3 gosubs are 100, 180 and then 100 again. Line 1250 ends with POKE 633,131.

```
In listing 2:
960 V=1, 110
1000 X=11
1110 DEF FNR(
1250 IF E=3
1300 Z=P/20+I... POKE 8121+B,32
1900 Z=P/50+1
3070... F"22,41
3080 F=7703
3500 AS,F(1)))+140
3520 POKE V,G*3
```

## TURTLE HOP — TEXAS

In Turtle Hop, from September's issue, we economised on space by removing a couple of lines from the program. These were only REMs, which explains the non-existent line 3470. You can cure your turtle by adding line 3470 REM.

The monthly dose of Texas advice comes this time from Mr W. Locksmith from Upton, Chester.

He suggests the following improvements to Turtle Hop from September, to make the program run continuously instead of waiting for a key to be pressed.

Thus, I am told, makes the game a lot harder to play, so if you think that you are a grand master of the turtle hop then try this.

```
Remove the ELSE 1170 from line 1180
and insert these lines
1183 ON SK GOSUB 2720, 2590, 2590
1196 GOSUB 2180
1198 GOSUB 1390
and now see if you can still get such a massive score!
```



## 3D ESCAPE — ZX81

ZX81 owners were puzzled by line 1560 in 3D Escape from September. Although the line was printed out, it does not make sense in Sinclair Basic.

I loaded the tape which the author sent us and it was still there on the screen. I can only assume that our RAM pack has a fault in one of its bits, but I managed to find out the correct value by changing line 1570 to PRINT A.

The program then printed the numbers from 6 to 11, so it seems that the strange dollar sign should in fact be a number 1. Clever, eh?

**Logjam — Atari:** Logjam from the Atari from October's issue lost half a line during printing. Line 5330 ends in a lone "D". This should say DRAWTO 71,39.

**Vic Tip:** I said in October that SYS 256 is the same as LOAD. This is not quite correct; SYS 256 starts a machine code program which is at that location. Therefore it will only load if there is a relevant machine code program there.

**Texas — Slalom:** Slalom from October's issue for Texas works fine, except that your score is not set to zero after each run. To cure this, add the following line, 105 SCORE = 0

**Manhattan Invasion — Spectrum:** You may find that the program does not register hits and also that the missiles are not drawn correctly. You can correct this by adding a command to line 1 by typing

```
1 INK 2: GOTO 100
and the program will now work correctly.
```

Well that's it for another month. Remember that you can always look to me about your computing problems on 01-278 3881 between 9.30 and 5.30 Monday to Friday. Any tips published in this column will earn £5.

BY ROBERT SCHIFREEN

# NO CHARGE FOR Atari • Commodore 64

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# WE'RE FALLING INTO O

**Our resident science fiction expert David Langford leaps into the unknown to discover if there is any light at the end of the tunnel.**

```

1  SPACE DROP covnryght (C) 1989 David Langford
2
3  CLEAR:R000
4  DEFINITR=Z
5  DIMS$(64)
100 CLS : Instructions etc follow
101 PRINT$41,"### TUMBLE ###"
102 PRINT:PRINT
103 PRINT"HOW FAR CAN YOU TUMBLE DOWN THE GREAT HYPERSPACE RIFT?"
104 PRINT
105 PRINT"USE LEFT & RIGHT ARROW KEYS TO STEEP INTO THE DEPTHS"
106 PRINT"AND SCORE POINTS BY RAMMING THE SINISTER ALIEN 'H'!"
107 PRINT"CRASH IF YOU RISE (CUMULATIVE SCORE APPEARS AT LEFT"
108 PRINT"WITH EACH SUCCESSFUL HIT)... BUT BEWARE OF HITTING"
109 PRINT"ANYTHING ELSE! THE COUNTDOWN HAS STARTED---"
110 FOR=1 TO 5000 : Countdwn!
111 IF Y/64 THEN$(X)>CHR$(192+X) : Store 'blank' graphics
112 PRINT$45,501-X
113 NEXTX
200 SC=0 : Reset score for new game
201 ZL=15360
202 CLS : Set variables for new round
203 PRINT$508," "
204 L=RND(20)+5 : Left wall
205 R=RND(20)+5 : Right wall
206 H=16255 Q=35 SP=32 SH=92
207 Z=ZL+L+RND(63)-L-R : Ship position
208 DL=I-RND(2) : Left wall slope
209 DP=I-RND(2) : Right wall slope
210 DZ=0 Ship motion
211 T=128+RND(62) Wall graphics
500 : Graphics
501 W=63-L-R
502 IF A$(DL,XOFAB$(DR))>I THEN V=0$ELSE V=62
503 PRINT$STRING$(L,T,53)+$STRING$(R,T)
504 A$=I+V$ IF A$=" THEN 305 : Arrow keys?
505 A$=A$(X,R$) IF A$=THEN DZ=DZ-I$ELSE IFA$=THEN DZ=DZ+I
506 Z=Z+DZ : Ship motion
507 2Z=PEZ(I) IF 2Z.0 THEN I$ELSE I$=I$+501 : Crash?
508 2Z=SC+I : Score for hitting a H
509 PRINT$996,SC, PRINT$969,""
310 POKEZ,SH
400 : Adjust tunnel width (Partis random), random Hs
401 IF RND(6)=I THEN I=POWEN+L+RND(X),G IF X? THEN DL=L+R=DP
402 LL=L+DL
403 RR=R+DP
404 ILL=PR+VTMEN+OR
405 ILL=RTMEN+L=607
406 DP=OL GOTO403
407 ILL=I+OR+L+50 THEN DL=L+OL GOTO403
408 IRR=I+OR+R+50 THEN DR=OR GOTO403
409 L=LL,R=RR
410 IF RND(20)>I THEN 301
411 IF X,7 THEN R=PND(X),2ELSER=PND(5)+3
412 IF RND(2)=I THEN DL=ROELSER=RG
413 IF X,7 THEN P=POWEN+L+RND(X),T
414 IF PND(5)=I THEN I$=I$+501 : Random graphic shift
500 : Crash score displayed & flashing message
501 PPINT$9832,$STRING$(63,5P)
502 PPINT$9823,"SCORE",SC
503 FOR=1 TO 20
504 PRINT$969,STRING$(27,191)," CRASH! ",STRING$(28,191))
505 POKEZ,SH
506 FOR J=1 TO 30 NEXT
507 PPINT$960,STRING$(63,5P),
508 POKEZ,2Z
509 FOR J=1 TO 30 NEXT
510 NEXT I
511 ZL=ZL+64 Move ship down on screen - harder!
512 A$=I+V$
513 IF ZL>16255 THEN 202 : Ship too low game ends
514 PRINT$970," GAME OVER : PRESS ANY KEY TO RESTART : "
502 IF X? THEN X?>I THEN DZ=0$ELSE 992

```

EVERYONE has dreams of flying or falling, so they say. Thinking again about punching game ideas from SF, I realize that many stories feature flying or falling through endless passages or tunnels.

*Alice in Wonderland* must be one of the first — remember her drop down the rabbit hole? I've often wondered whether Carroll was inspired by the lad who, several years before *Alice*, fell 250 feet down a Great Western Railway tunnel shaft and all the way down kept shouting "Below!" to warn those underneath — thus proving at least that it wasn't the speed of the fall that killed you, just the sudden stop at the bottom.

In A. E. van Vogt's *Satan* — his most readable book, by the way, although it was his first — and Damon Knight's space-opera *Beyond the Barrier*, people in strange craft go diving straight down into the solid Earth.

Charles Harness's *The Paradox Men* features a terrifying plunge down a rule-high wall in an early chapter and an even more bizarre one into a bottomless sunspot near the end.

Samuel Delany's *Nova* has a spaceship steering down into an exploding sun — and because this nova is for some unlikely reason doughnut-shaped — through the hole to safety. All good rousing stuff; any SF fan will think of many more examples of the Long Drop.

Of course *Star Wars* swiped traditional SF ideas from everywhere (and then they had the nerve to complain that *Battlestar Galactica* plagiarised *Star Wars*).

Sure enough, the ultimate assault on the Death Star involves a long hair-raising fight down this narrow trench like a steel railway-cutting, although even that wasn't as mind-blowing as the Star Gate sequence from 2001.

Indeed these high-speed flights through narrow spaces and dizzy perspectives are powerful stuff — for absolutely dreadful psychological reasons, according to Damon Knight in a chapter of his *In Search of Wonder*, one of the more readable and unpretentious books about SF.

So if you enjoy the arcade game Scramble and its derivatives, you probably suffer from appalling neuroses. It's still healthier than being a science fiction writer!

I wanted to invent a mini-game which, without too much software, could perhaps conjure up this feeling of vertigo. Which reminds me that *Vertigo* is the title of a fine book by Bob Shaw, whose hero ends up having to plunge

# BLIVION

sickeningly down narrow shafts out of a hotel in the sky.

My version simply uses the left and right arrow keys to steer a tiny craft this way and that as it falls down a horribly irregular "tunnel".

You fall forever. You try not to hit the walls at left or right. Likewise you avoid the lumps of space-junk you pass on the way down; but you score points for ramming and destroying the # symbols which rise from the depths.

Each time you crash, your replacement ship appears a bit further down the screen, giving you less time to see and plan for the obstacles ahead. When you're forced clear off the bottom of the screen, the game is over. Can you score 100 or 200 before then?

The listing suggests that the game's about zooming down an endless hyperspatial tube, avoiding debris while ramming alien nasties. It could just as well represent Alice falling down a convoluted rabbit hole, seizing jars of orange marmalade while avoiding, er, bats or cats.

The listing is for a Tandy Model I Level II. It should transfer with some tinkering to most machines: the important thing is that the screen must have automatic scrolling, this being what gives the game that heady speed which my yawning friends have compared to a slug running amok. A few notes:

Line 111 takes advantage of the TRS-80 space-compression character codes, preparing an array of blank strings of all required lengths, saving time on STRINGS function calls later in line 303.

L, R and X represent, respectively, the width of the walls to left and right, and that of the space between them.

The more esoteric conditionals like lines 302 and 404 are concerned with making sure the "random" changes in tunnel width never actually close the path off altogether.

Line 305 alters your horizontal motion (the variable DZ) in a semi-realistic way according to pressings of arrow keys. A touch of the left-arrow adds a bit of leftward speed; another touch adds a bit more; a touch of the right-arrow at this point only reduces your leftward speed, another being needed to stop and yet another to set you moving to the right. Moral: don't build up huge speeds, it takes time to slow down!

The PEEKs and POKEs are nothing exotic — merely quick ways to handle some of the screen graphics.

Type in the listing, then, and thrill to the awful sensation of falling. Will you be able to sleep peacefully at night again?



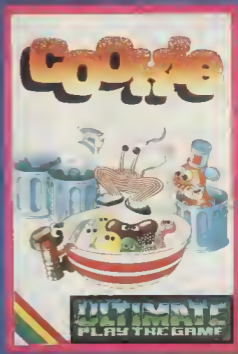
## JET PAC -

18/48K ZX Spectrum or 8K Expanded  
VIC 20



## PSSST -

19/48K ZX Spectrum



## TRANZ AM -

16/48L ZX Spectrum

## COOKIE -

18/48K ZX Spectrum

# LUNAR JETMAN - 48K ZX Spectrum



**LUNAR JETMAN** - For the 48K Sinclair ZX Spectrum.

**LUNAR JETMAN** - The **ULTIMATE** Inter Galactic G.A.S. (Graphic Arcade Simulation) Adventure Space Battle.

**LUNAR JETMAN** - Arcade standard, 100% machine code, incredible sound effects, amazing smooth high resolution graphics, the totally new addictive concept and all those extra features you expect from the **ULTIMATE** games people.

Design - The **ULTIMATE PLAY THE GAME** design team.

**ATIC ATAC** - For the 48K Sinclair ZX Spectrum

**ATIC ATAC** - The super spooky 3D horror G.A.S. (Graphic Arcade Simulation) Adventure game.

**ATIC ATAC** - Arcade standard, 100% machine code, incredible sound effects, amazing smooth high resolution graphics, the totally new addictive concept and all those extra features you expect from the **ULTIMATE** games people.

Design - The **ULTIMATE PLAY THE GAME** design team.

**£5.50** each, including VAT,  
first class postage  
and packing within UK.

These games should be available from

W. H. SMITHS, BOOTS, JOHN MENZIES, LASKYS, SPECTRUM CENTRES, other large department stores and all good major software retailers. Alternatively, send the coupon to **ULTIMATE PLAY THE GAME** for immediate dispatch by return, subject to availability.

**Dealer enquiries welcome,  
Phone (0530) 411485**

**ULTIMATE PLAY THE GAME** is a Trade name of  
Graphics Ltd., The Green, Ashby de la Zouch.



**ATIC ATAC**  
48K ZX Spectrum

Post this coupon to:

**ULTIMATE PLAY THE GAME, The Green,  
Ashby de la Zouch, Leicestershire LE6 5JU**

Please rush me the following:

- |   |                                   |
|---|-----------------------------------|
| <input type="checkbox"/> LUNAR JETMAN                 | <input type="checkbox"/> TRANZ AM |
| <input type="checkbox"/> COOKIE                       | <input type="checkbox"/> JET PAC  |
| <input type="checkbox"/> ATIC ATAC                    | <input type="checkbox"/> PSSST    |
| <input type="checkbox"/> JET PAC (8K Expanded VIC 20) |                                   |

I enclose cheque/PO for £ .....

Name .....

Address .....

Post Code .....

Full details about this exciting new Galactic Series prize and Commodore 64 prizes are available on request.

# 20 COMMODORE 64 HOME COMPUTERS TO BE WON

ALTERNATIVE PRIZES OF DISK DRIVES OR PRINTERS FOR WINNERS WHO ALREADY OWN C64s

## PLUS 100 RUNNER UP PRIZES VIC20/CBM64 OR DRAGON JOYSTICKS

Galactic Software are giving away all these prizes to the lucky number winners, anyone who buys a Galactic Series 2000 game before Christmas could win!

For YOUR chance to win a prize simply fill in the entry form with your guess at one of the lucky numbers and send to us with the bottom right corner of the cassette cover of any Galactic game OR send your entry together with your order for any game. Our computer has chosen 120 random numbers between 1 and 10,000, one for each prize. The closest guess to each number wins the prize.

Closes Dec.24th 1983. A list of all the winners will be available.

in the future... In a galaxy far, far away a second generation of games created. They were time warped to our dimension for you to experience, NOW.

The Galactic Series 2000 is here at last. Games for the VIC 20, Commodore 64 and Dragon 32.

All series 2000 games are only £5.50 each, money back guarantee.

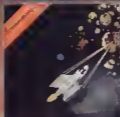
**Bug Diver** In this fast paced addictive arcade game, as a mere beetle you've gotta be fast to outswim the merciless bug eating fish while stealing their precious eggs.



**Frogger** Incredible animation in this high performance graphics experience. Frogs, trucks, cars, boats, logs, turtles and lilyponds all combined to give your brain a real workout.



**Robot Mouse** In this futuristic arcade game you collect atomic cheese from the floor of the space maze avoiding the mean mal-functioning robots who will on contact.



...of the best space ships ever built, but that's no protection in this galaxy. Your survival depends on...



**Space Shuttle** Test your reflexes to the max as you attempt to rescue psychic pathic scientists from the moon. Beware of the hazardous space fragments in this hectic challenge.



**3D Maze** The ultimate maze game features brain power not fire power. A... by breathtaking 3 dimensional display with a tormenting time factor as the 4th dimension.

Tick the appropriate box

☐ Enclosed is the bottom right corner of a Galactic cassette cover.

☐ Please send me the following game(s)  
☐ Frogger ☐ Neutron Zapper  
☐ Bug Diver ☐ 3D Maze  
☐ Space Shuttle ☐ Robot Mouse

My computer is

☐ VIC 20 ☐ Commodore 64 ☐ Dragon 32

Here is my guess at one of the numbers

# Galactic Software

Dealership enquiries contact 04605 5161.  
 Galactic Software, Unit 7, Larchfield Estate, Dowlis Ford, Ilminster, Somerset. TA19 0PF. Tel: (04605) 5161.

I enclose cheque for the sum of £

or my Access no. is

Name

Address

Please send to Galactic Software, Unit 7, Larchfield Estate, Dowlis Ford, Ilminster, Somerset TA19 0PF.

# GRAPHICS

By Garry Marshall

## OVER THE RAINBOW ON THE SPECTRUM

The word spectrum conjours up a vision of bright colours. And the Sinclair computer of the same name is supplied with a wide variety of colours to create interesting graphic displays. The "canvas" the Spectrum provides for high-resolution graphics is a rectangular array of  $256 \times 176$  dots. Displays are created by colouring in these dots with colours from the Spectrum palette.

Horizontally, along a screen row, the dots are numbered 0 to 255 from left to right. In the vertical direction, up a column, they are numbered 0 to 175 from bottom to top.

Thus, with this numbering scheme the dot in row 0 and column 0 is at the bottom left of the screen, and the dot in row 175 and column 255 is at the top right.

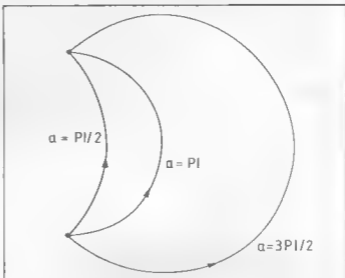
As far as colour is concerned, the PAPER command is used to set the background colour, and INK the foreground colour in which the plotting takes place.

By using the PLOT command any individual dot is coloured with the current ink colour. The command takes the form PLOT  $x, y$  and it causes the dot in column  $x$  and row  $y$  to be coloured in.

A line can be drawn with DRAW and it causes a line to be drawn from a starting point to a given end point.

The starting point is either where PLOT last plotted a point or where the last line produced with DRAW ended, depending on which was done more recently.

The form of the DRAW command is DRAW  $x, y$  with  $x$  and  $y$  giving the position at which the line should end.



However, they specify the point at which the line should end relative to the starting position. In this way, the line ends  $x$  dots to the right of the start as long as  $x$  is positive, but  $x$  dots to the left if  $x$  is negative.

Similarly, the end is  $y$  dots up from the start if  $y$  is positive, but  $y$  dots down if it is negative.

Because DRAW works in this way, it is a little tricky to use until you get used to it. Its form does make it ideal for writing a subroutine that plots an object at the current starting position, though, and when this can be done it is easy to move the object around the screen.

This can be illustrated with an object that has a simple shape, and so we choose a triangle that points upwards and is 8 dots high and is 12 units along the base. This can be plotted at the current starting position by the subroutine:

```
1000 DRAW -6,-8
1010 DRAW 12,0
1020 DRAW -6,8
1030 RETURN
```

The triangle can then be plotted at the centre of the screen by

```
10 PAPER 1: INK 6
20 PLOT 128,88
30 GOSUB 1800
```

The triangle can be moved

around by plotting it again in the paper colour to erase it, moving to a new position with PLOT and drawing it in the ink colour, like this:

```
100 INK 1: GOSUB 1000
110 PLOT 148,88
120 INK 6: GOSUB 1000
```

The DRAW command can be used to create arcs and circles as well as straight lines. By giving it a third value so that it takes the form DRAW  $x, y, a$  the starting and finishing points are still the same, but the curve connecting them passes through an angle  $a$  as it traces its path.

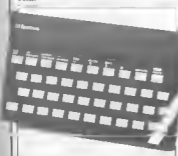
It should be noted with care that  $a$  is in radians and not in degrees.

Since an angle of  $2\pi$  radians corresponds to a complete revolution, or a complete circle, an angle of  $\pi$ , for example, gives a semi-circle.

The illustration shows the results of giving a the values  $\pi/2$ ,  $\pi$  and  $3\pi/2$  while using the same start and end points.

Using DRAW in this way, the following subroutine plots a triangle with curved sides at the current starting position.

```
2000 DRAW -6, -8, -PI/3
2010 DRAW 12,0,PI/3
2020 DRAW -6,8, -PI/3
2030 RETURN
```





# GREAT SOFTWARE

## DISASTERS

**GOSH**  
Guild of Software Houses

Not so much a disaster — more a way of preventing them. At last software houses have started to think about YOU, the customer. A group of leading software houses have formed an association which has in turn established a Customers' Charter to protect the rights and interests of the people who purchase their products. We decided to take a look at the new Guild of Software Houses — GOSH for short! — and what it hopes to achieve.

The Guild has been set up by a number of leading software houses including Bug-Byte, New Generation, Quicksilver, Salamander, Silver-soft, Softek and Virgin Games.

The Guild says it was founded in response to public demand for a little more discipline from the software houses. All GOSH members have pledged their support to a Customers' Charter which includes commitment to maintain promised mail-order delivery times, replace defective stock and deal promptly with complaints.

There is also a Dealer Charter for the trade and a Code of Conduct for software houses in their dealings with one another, which outlaws the poaching of programs and programmers.

Any software house found to be in breach of either the Charter or the Code of Conduct will be subject to the Guild disciplinary procedure involving fines and ultimate expulsion.

With all these conditions attached to membership, the Guild hopes that their logo will quickly become a sign of quality and service to customers and dealers alike.

Membership of the Guild is open to UK Software Houses at an annual subscription of £500 but, in order to sustain the Guild's standards, only houses able to satisfy the committee that they can live up to the Guild's pledges to dealers and customers will be elected.

So our advice is to take advantage of the Guild's offer of help and assistance. Make sure all the software you buy matches up to the high standards they have set and you won't go wrong.

Meanwhile we're still interested to hear from any of you who feel you have a Great Software Disaster on your hands. Just drop us a line including all the details of your problem and we'll attempt to help you out. Remember we're the reader friendly magazine!

### DEALERS' CHARTER

1. Members will advise dealers of their individual delivery dates and will guarantee delivery within this time.
2. Members guarantee to maintain good standards of customer relations and to deal promptly and thoroughly with complaints. Action on complaints will normally be taken within five working days of receipt.
3. Where unavoidable difficulties do occur, outside members' control dealers will be informed of them as early as possible and will be kept informed of developments.
4. Members undertake to avoid advertising products as available before this is in fact the case.
5. Members will guarantee a high technical standard of quality and reliability of their product and will exchange genuinely faulty or defective goods (Dealers have a responsibility to ensure that goods returned are genuinely faulty).
6. Members of the Guild will maintain high standards of business integrity in compliance with this Code of Practice. Member's terms and conditions of trade will be available on request.
7. The Guild of Software Houses will act to ensure that high standards are maintained. In the event that a complaint can not be resolved then dealers must make it clear to customers that they have the right to take the matter to the Guild. Complaints should be directed in the first instance to the supplier of the goods, but if this fails to provide satisfaction, write to the Guild of Software Houses, 71 Park Lane, Tottenham, London N17 0HG (enclosing any relevant correspondence) and the matter will be taken up on your behalf.

### GUILD OF SOFTWARE HOUSES CUSTOMERS' GUARANTEE

1. Members of the Guild guarantee a high technical standard of quality and reliability for their products. Faulty or defective merchandise will be replaced free of charge and despatched promptly.
2. Orders placed with members will be filled with a minimum of delay. Details of members' individual delivery times will be displayed prominently in advertising and strictly adhered to. In no case will deliveries exceed 28 days.
3. Members guarantee to maintain good standards of customer relations and to deal promptly and thoroughly with complaints. Action on complaints will normally be taken within five working days of receipt.
4. Members undertake to avoid advertising products as available before this is in fact the case.
5. Where unforeseen difficulties do occur, which are genuinely outside their control, members of the Guild undertake to keep customers well informed of developments.
6. Members of the Guild guarantee high standards of business integrity in compliance with this Code of Practice. Members' terms and conditions of trade are available on request.
7. These guarantees will be backed up by the Guild of Software Houses and action taken against any member company which fails to meet the required standard. Complaints should be directed in the first instance to the supplier of the goods but if this fails to provide satisfaction, write to the Guild of Software Houses, 71 Park Lane, Tottenham, London N17 0HG (enclosing any relevant correspondence) and the matter will be taken up on your behalf.

# THE SEVENTH

## TRADING COMPETITION

There were many entries for the trading competition again this month, although not quite as many as last time.

Remember that this part of the competition is open to all readers whether or not you are a registered player of the Seventh Empire play-by-mail contest.

You have to predict which star will have the highest trade index for the next turn. The trade index is the right hand figure at the bottom of the signal.

Highest trade index at the end of this turn was at JADEG, with a total of 1050, slightly up on the record set last month of 1000 at Ape!

Unfortunately no one managed to get the right answer this time so we'll keep the prize for ourselves.

Keep entries coming in for this turn — there's some software for you! computer up for grabs for the winner. Entries on stuck-down envelopes or postcards please.

If you'd like to enter for the remaining turns of the Seventh Empire proper then just send in the coupon below and we'll get a rule book and some starting positions off to you in time to play the next game.

You may have noticed that the C&VG postcode has changed, so here's our modified address: Seventh Empire, Computer & Video Games, Barrant House, 8 Herbal Hill, London EC1R 5EJ

	Ag	Ba	Ca	Du	Er	La	Os	He	Is	Ja	Ke	Li	Na	Mo	Op	Pa	Re	Se	Tu	Ur	Va	Wi	Xa	Ya
Ape																								
Bary	250																							
Came				250	1000																			
Dorak	250																							
Erak	250																							
Isula	1000																							
Rever	1000																							
Woad	1000																							
Ing																								
Jala	250																							
Korik	1000																							
Lizag	1000																							
Mugla	1000																							
Hezri	250																							
Ogal																								
Paied	1000																							
Geran	1000																							
River	1000																							
Saver	1000																							
Taher	1000																							
Umpg	500																							
Vanes	1000																							
Wilke																								
Xapel	1000																							
Yase	1000																							

The Trade Index is calculated by the computer monitoring the number of merchant fleets arriving at and leaving a star system.

Trade is coming to the star system as the sailers, traders leaving the system are the buyers.

Each star also has a Trade Value which comes into the equation. Heerts via Ekur Stars (worth 200 points), Diamonds via Gam Stars (worth 150 points), Asterisks via Enagis Stars (worth 100 points), and circles via Gateway Stars (50).

The crucial equation bringing all these elements together is: Trade Index = Trade Value x Buyers/Sellers. So a system which has seen a mass exodus of traders tends to have the best Trade Index.

So if 50 flybys leave a Gam Star and 30 sailers arrive the Trade Index = 250 (250 = 150 x 50/30).

## BATTLE REPORT

There were 23 battles fought throughout the galaxy this month. None was successful but the closest result came from Goxax where 220 defenders saw off the 6 attackers with little trouble.

Again there were no positive battle bonuses this time. All are zero except Xapus (-2) and Grix (-3).

Quite a few changes took place on the diplomatic diagram this turn. A black line joining two stars indicates a state of war between them. If there is no line then they are at peace.

The raid penalty for next turn is again 1.

Positions of the impartial ships are as follows:  
D'Trans sonar, Sun-tuxus, Bloodline-xugod, Daad yusas.

Amethyst-kolol and Water-jine. No entry was received this month from the controller of the pirate ship.

## PROFIT AND LOSS

Once again there's some high scoring going on. Top of the league this month is player 1780 with a score for this turn of 4250.

Almost 3800 sets of moves were processed this month. There are only a few places left in this massive game so if you'd like to enter then you'll find the coupon at the bottom of this page.

As mentioned already, top scorer is player 1780, namely M. Walsingham from Swindon. The remainder of the hall of fame looks like this: 2nd, M. Dunderdale of Longton, Preston (4000); 3rd, A. Sparks from Havant, Hants (3750); 4th, K. Whitehead of Strood, Rochester (3730); 5th is A. Jackson from Brimley, Lincs (3500); 6th came A. Taylor of

## ANOTHER CHANCE TO ENTER

If the Seventh Empire appeals to you we still have a batch of rulebooks ready to send out. No guarantee I'm afraid but we'll put you ready should any of the 25 000 texts currently on the map, drop out. Send us the form below.

**Please include me in the Seventh Empire Competition.**  
**I name my tribe:**

**My name is:**

**Address**

**Telephone**

# TH EMPIRE

Tarleton, Lancs (3445) 7th is G Marshall of Radditch, Worcs (3250). 8th, T White of Haxby, York (3163). 9th M Allen of Fulham, London (3100) and 10th is D Spaight of Carleton, Blackpool with 3000

You may be interested or astonished to know that the top overall scorer for the game so far has an incredible profit of 9449.

Remember that if you've lost track of your fleet's progress then you can phone for help, but only on Friday afternoons. The computer is used for other things during the rest of the week so Seventh Empire queries cannot be answered.

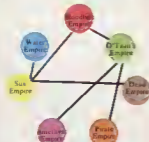
Orders for turn 5 must reach us by the 23rd of October. We've had quite a few complaints about the lack of time which we allow for the turnaround of orders. Unfortunately there's nothing that we can do about this, if we allowed just one more day than there wouldn't be time to process the turn and to get this page written.

## FINDING YOUR SCORE

You can find your profit for this month from the black and white table on this page. Cargo profits are black on white and plunder profits are printed white on black.

The star you move from is printed down the left hand column, and the one you move to is along the top.

Controllers of the imperial ships for turn 4 are these: O'Teans — player 3201, Sun — 1781, Pirate — 2054, Bloodline — 1780, Dead — 2300, Amethyst — 1877 and Water — 2182.



The Diplomatic Diagram

FOZUZ	LARUE	YIRET	XOLIP	ITIL	FUNUS	LULIP	YANOK	XOKEG	ISOR
VIZAX	QIRUS	HAZAN	ABOB	SONER	VEPOZ	QATOT	HEZOD	ASOI	SUXFK
BAROV	WIDAN	RURUS	MUPIP	NAXIG	BETID	WAVAB	RIVEV	MEGUD	NABOK
DALIX	OLEX	TASAT	CAZUY	GOVAX	DITUG	OKAP	TOXAZ	CIXAN	GOTEG
ERAR	KOVEP	USUG	PEBOB	JADFG	ENAK	KEPAR	UGON	POROV	JINIS
FADIS	LOKIK	YUSES	XAPUS	IXIP	FAGIL	LIZAG	VODAZ	XUGOD	IBED
VASUX	QUXIN	HIPEB	ASOR	SIDAL	VIZET	QAVUV	HAKUB	APEL	SABAG
BUREP	WAGAP	ROLEK	MINEP	NUVEK	BAZIX	WUPIV	RORUL	MEDEN	NUZET
DUSUP	OPOD	TUBOX	CIGER	GAZOR	DARAG	OTAN	TUXUX	CESFR	GIRIX
ELAR	KERUP	ULEB	PIRAD	JAXEL	EDIB	KOLOL	UKOP	PULUD	JUVAK

The Galactic Map

### Orders in Block Caps please

Name.

Code No:

Telephone No.

	AT	1st Movement phase		2nd Movement phase	
		ACTION	STAR	ACTION	STAR
FLEET 1					
FLEET 2					
FLEET 3					
FLEET 4					
FLEET 5					
FLEET 6					
FLEET 7					

I wish to move the \_\_\_\_\_ Empire's Imperial Ship from \_\_\_\_\_ to \_\_\_\_\_

Please notify us separately of any change of address





# PULLING

## MORE AMAZING THAN RUBIK'S REVENGE

There is absolutely no need to panic or become all bitter and twisted at the sight of yet another cube — this one does not move, honest!

If you can bear the pun, it is even more *amazing* than Rubik's Revenge because hidden in the maze of symbols is a path to take you from one edge to the opposite.

Just line yourself up at the **START** and hop onto one of the brown squares

(you'll have to work out which is the right one) and work your way from square to square until you reach the correct blue square from which you can legally hop over the **END** line

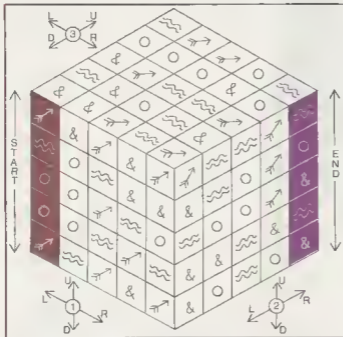
Each of the four symbols has a meaning: **UP**, **DOWN**, **RIGHT**, **LEFT** to the adjacent square. The direction each represents is shown by the arrows near each face.

Hold on a moment though — the

meaning for each symbol only applies to one face; i.e. the symbol for, say, **DOWN**, on face 1 cannot also mean **DOWN** on face 2 or 3.

One other useful fact which may help to reduce the apparent awesomeness of the task to near triviality is that **no symbol has a meaning which would take you right off the cube's faces**, except, naturally, one of those in the blue squares.

With these facts and our useful grid in which you can enter X's and V's for impossible and definite meanings it really isn't too much of a task for you to trace the one route through this cubic maze. But can you do it?



FACE 1	U			
	D			
	R			
	L			
FACE 2	U			
	D			
	R			
	L			
FACE 3	U			
	D			
	R			
	L			

## OSTENTATIOUS PYROTECHNICS!

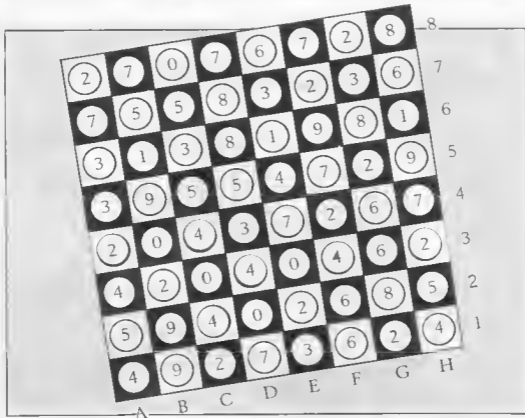


The Ostentatious Pyrotechnic Company is justly proud of its greatest invention — as each firework bursts forth into the lower reaches of Space stars appear containing coin denominations. By adding them up before they fade you can see just how much has gone up in smoke.

All of which made it truly annoying for Sir Herbert Lemon when he saw his chauffeur, deputising as festival arsonist, let off three costly specimens at the same time.

The stars became so intermingled that it was impossible for the guests to be impressed with just how much each had cost.

After the event all he had left were a photo of the tragedy plus the dim recollection that the three prices of the different fireworks were equally spaced



Since there are 92 different ways to put eight queens on this chessboard in such a way that they do not attack each other (i.e. no two queens be on the same straight line, horizontal, vertical or diagonal) we won't ask you to do that...

On second thoughts, you may like to give it a try, as, to get it right first time, is not as easy as it looks.

No, your real task is to find the one way out of all that lot which, when you add up the eight numbers you cover, scores the highest total. So the eight ladies should be placed ... where?

apart and each amount was made up from just six of the stars.

A call to the company office in Bermuda further elicited the facts that the Catherine Wheel had as many FIVES as the Vesuvius had TWENTIES and the Roman Candle had as many TENS as the Vesuvius had FIVES. Can you work out what each cost him?

Also we'll award a unique electronic game called Pass-Me, produced by Electroplay of Esher, Surrey to the first five correct entries opened after the closing date, November 16th.

The usual competition rules apply so light the mental touch paper and remind those near to you to stand well back as your genius explodes.

## SOLUTIONS

We may just bring Barbara back home, say 10pm next Thursday for night.

If we can all do this at the same time, while with on a darker background densely, you will see the outline of a the eyes steady, wait ... until, and coloured ceiling and, again keeping two, being careful to keep the other still and then look up at a white or lightly

Just stare at the picture for a minute or

EVERY WITCH WAY

ASSET down.

across and DILES, MIL, WET and

All this will form GNAMS and ELATE

4 goes to the South with L and T at the

bottom, 3 goes to the North with N and W at the

right, 2 goes to the West with G and E on the

left, 1 goes to the East with S and E to the

A WORD ABOUT AWA

52 can be scored by placing the pieces

at: A3, B8, C4, D7, E1, F6, G2, H5.

QUEENS HIGH

FACE	○	~~~~~	↗	8
1	Down	Right	Up	Left
2	Left	Up	Down	Right
3	Right	Down	Left	Up

The rest is up to you!

Just in case you are stuck, here is the meaning for each symbol on each face.

TRUE BRICKS CUBE

# Gorilla traps girl in living room.



Help!

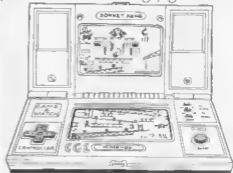
Donkey Kong, the famous monster ape, has trapped lovely Louise atop a danger-ridden construction site! And it's all happening in your hand, with another thrilling double-screen adventure from Game and Watch. Operate the clever 4-way controller, and plucky Mario comes to the rescue.

Will he survive death-dealing barrels, girders and ladders to leap for the swinging crane-hook and send Donkey Kong crashing to the ground?

As you become more skilful, the game gets faster — until you've scored enough to give Mario more lives. There are two skill levels—and

for super ace show-offs, the game remembers and keeps your biggest score!

Donkey Kong comes complete with a quartz clock display and alarm. Dodge into your games shop for Donkey Kong now. Or would you rather face an angry gorilla?



**THE MOST FUN YOU CAN GET IN YOUR POCKET.**

GL C&G HOUSE, GOLDING HILL, LOUGHTON, ESSEX, UK, ZPR

DONKEY KONG IS JUST ONE IN THE FASCINATING SERIES OF GAME AND WATCH FROM C&G. SEE THEM NOW AT BOOTS, DIXONS, JOHN MENZIES, WH SMITH, HAMILYS, JOHN LEWIS PARTNERSHIP, SELF RIDGES AND OTHER LEADING STORES AND GOOD TOY SHOPS.

**GAME  
&  
WATCH**

## BEWITCHING BARBARA

As the witching hour approached on Halloween Barbara may have made the last mistake of what had already been a pretty accident-prone life.

Never a traditionalist, she had decided to go abroad dressed as a witch should be — entirely in black with blackened face and hair as well.

Later gossip has it that the genuine sirens of the district took exception to this and crashed a broomstick into the main power line just as she sallied forth after having this picture taken.

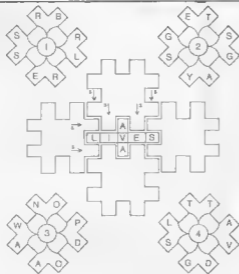
The bare fact is that a power cut plunged the village of Much Mulchung into a darkness as black as her costume and she hasn't been seen since!

If only she had settled for a white sheet off Widow Spriggs' washing line like the rest of the youngsters.

Thanks for volunteering, but you cannot help to trace her now... though you do have it in your power to produce a white witch from the picture and, you never know, that may persuade the sprites to release her.

No, you don't have simply to splash a pint of gloss over the page — in fact you must not use any materials at all! You are not even to touch the picture in any way.

To break the spell and make white from black all you need to do is... WHAT?



## CAN YOU RE-JIG THE JIGSAW?

As you have no doubt divined already, we are asking you to complete this fully interlocking four-piece jigsaw puzzle so that four five-letter words can be read across and down, starting from the arrows, and two three-letter word lie on either side of AVA.

The pieces cannot be turned over but can be rotated — and by sheer magic the letters will remain the right way up! So there are no dirty tricks like an N becoming a Z.

There we are then — which piece goes where and which way round? Can you re-jig the mind-boggling jig-saw?

**BY TREVOR TRURAN**

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# CHART

## TOPPERS

	SPECTRUM	ZX 81		VIC-20		ATARI 400/800	
1	JET-PAC (Ultimate)	SPACE RAIDERS (Sinclair)	1	ARCADEIA (Imagine)		DONKEY KONG (Atari)	1
2	SCRABBLE (Psion)	FLIGHT SIMULATION (Sinclair)	2	SKY HAWK (Quicksilva)		ZAXXON (Data Soft)	2
3	TRANZ AM (Ultimate)	CHESS (Psion)	3	WACKY WAITERS (Imagine)		DEFENDER (Atari)	3
4	THE HOBBIT (Melbourne House)	FOOTBALL MANAGER (Addictive Games)	4	CATCHA SNATCHA (Imagine)		OIX (Atari)	4
5	FLIGHT SIMULATION (Psion)	SCRAMBLE (Quicksilva)	5	GRIDRUNNER (LhasaSoft)		DIG-DUG (Atari)	5
6	HORACE AND THE SPIDERS (Psion/Melbourne House)	ASTEROIDS (Quicksilva)	6	COSMIADS (Bug Byte)		MINER 2049'er (Big Five)	6
7	MANIC MINER (Bug Byte)	FANTASY GAMES (Sinclair)	7	COSMIC CRUNCH (Commodore)		GALAXIANS (Atari)	7
8	AH DIDDUMSI (Imagine)	AVENGER (Abacus)	8	PANIC (Bug Byte)		CENTIPEDE (Atari)	8
9	COOKIE (Ultimate)	DEFENDER (Quicksilva)	9	AMOK (Audlogonic)		CHOPLIFTER (Bruderbund)	9
10	HORACE GOES SKI-ING (Psion/Melbourne House)	SHIP OF DOOM (Sinclair)	10	FRANTIC (Imagine)		BLUE MAX (Showcase Software)	10

We have C&VG "The Champ" t-shirts to give away to the highest score of the month on each game. Your score doesn't have to be higher than the scores published in the Hall of Fame — simply the highest score we receive for that month.

All you have to do is give it your best shot, get a witness to sign the form you'll find at the bottom of this page and send the coupon off to us without delay.

Good news for Texas owners as we are pleased to announce that as from this month we will be including the super game *Parsex* in our Hall of Fame.

### JET-PAC

- William Cation, Hassocks, Sussex — 1,269,190
- Patrick Thomas, Maghull, Merseyside — 789,420
- Matthew Broughton, Upminster, Essex — 760,950
- Julien Smelt, Exeter — 725,040
- Stephen Yates, Dunfermline, Fife — 721,790

### KRAZY KONG

- M. Tomlinson, Unsworth, Bury — 130,000

- Philip Waterhouse, Bury, Lancs — 128,820
- Stephen Cation, Douglas, Isle of Man — 109,990
- James Waddicker, Bolton, Lancs — 80,970
- M. Jeffery, Tunbridge Wells, Kent — 77,010

### MANIC MINER

- A. Goodstone, Blackpool, Lancs — 530,391
- J. Courler, Rednal, Birmingham — 327,541
- D. Ridgway, Stoke on Trent — 139,352
- Donald Grose, Hanwell, London — 103,919
- Julian Boulton, Hookgate, Market Drayton — 84,235

### ARCADEIA

- Andrew Guard, Swansea, South Wales — 359,940
- James Westcott, Wellingborough, Northants — 267,743
- Paul Swindell, South Benfleet, Essex — 211,092
- Nell Morgan, Reading, Berks — 192,795
- Ian Parker, North Rugeley, Staffs — 182,030

### VIOLENT UNIVERSE

- Mark Simpson, Leeds — 45,294
- D. Kourellis, Birmingham — 42,610
- David Baxter, Scotland — 41,592
- Brian Murphy, Scotland — 37,007
- Graham Tepp, Kent — 35,225

### HALL OF FAME

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at the game .....

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Witness' name .....

# HALL OF FAME

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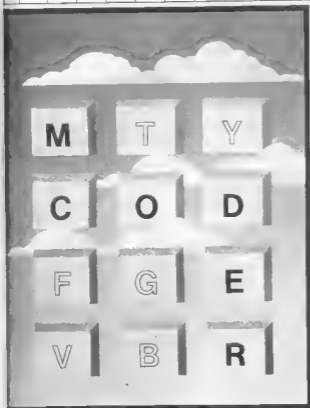


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## JOIN OUR ADVENTURE SWAP SHOP

Are you an Adventure hoarder, or are you the type whose tape is well worn out by the time the game is solved? What do you do with an Adventure when all the mystery has gone from it?

Graham Kennedy and Stuart Field wrote to me with just this problem, and wondered if anyone would care to do a one-to-one swap. Quite by coincidence, I noticed, they had compatible computer systems — so I put them in touch with each other.

Is there any Apple II owner whose old copy of *Missile Impossible*, *Savage Island* or *Golden Voyage* is gathering dust, and would like to swap it with Graham Beddy for any of Scott's other Adventures?

## LIGHT TOUCH FOR DRAGONS

Finding a good Adventure game for the Dragon is causing some people as much difficulty as others have solving Adventures!

Although not exactly an orthodox Adventure, here's a game that combines features of Dungeons and Dragons with an Adventure style, using a series of maps and mazes for movement.

I refer to *The Ring of Darkness* from Watersoft. The player starts by choosing his character. I chose to be an intelligent elf, and after loading other programs from the tape, the game started.

I moved around to various locations, some of which were townships with facilities to purchase food, drink, weapons, magic and other things.

Food being an essential, I was a regular customer, since each move around the main map used up one unit of food. I also tried a drink, and was treated to a very potent beer!

Travelling around had its hazards, attacks by bandits and others being quite commonplace, so after dying a few deaths I included additional weaponry in my purchases.

Although progress in the game is

described by text, movement is controlled by the arrow keys, and most other commands are single letter codes. There are about a dozen of these, but they are no problem to pick up — just as well, since parts of the action are in real-time, and quick responses are needed.

Not an Adventure that poses problems, depending more on strategy than problem solving, but an interesting game, nonetheless.

## ENTER HERE AT YOUR PERIL!

I am always suspicious of ground covered with leaves, for leaves are notorious for obscuring gratings. A grating is never straightforward to open and enter, but enter the adventurer must.

The chances are that it is not there simply to drain stormwater, but may be relied on to lead to the meaty part of a game.

I got quite excited when I discovered my first grating, and congratulated myself on my perception. A few gratings later, however, and leaf-shifting had become a fairly routine task.

So it came about, in *Knights Quest*, that as an experienced grating-finder I had those leaves swept into a pile in no time, and sure enough, there it was! Now to open it — was it a brute force grating, or an unfindable key type? Whatever the answer, I was bound to need an implement.

So I searched the land to Camelot Castle and beyond, meeting up with elves and a dwarf, an impassable giant, and a glaring Dragon. (No Adventure is complete without one, is it?)

En-route I decided to pick a fight, and was dismayed to be told I was without a weapon, knowing I had on me a sword. Without any clues or HELP to guide me, I could only deduce that the reason was because the sword was in its scabbard.

Unsheathing it became a long drawn out word game in its own right. I make no apology for telling you that you have to "DRAW SWORD".

Ever hopeful of finding my implement I entered a cave, only to find that I could not leave it. I later discovered what I needed to get out, but never why.

And so eventually I got into my grail-

ing, finding myself in a "west-south" tunnel. My mind twisted itself into tortuous knots trying to grasp this concept.

I have mixed feeling about *Knights Quest*. The responses are painfully slow, worse at locations which are accompanied by simple straight line graphics. These pictures are quite nicely done, but a hindrance to speed. HELP is a non-word — a pity as a few HELPs could easily explain some of the mysterious and frustrating difficulties. 'I CAN'T' type responses give no clear indication of whether one or both of the words used is recognised, or whether the action itself is illegal.

On the other hand, the plot is interesting, with many problems. The display is well laid out, and very clear. The game is bug (I managed to defeat the BREAK disable, look at the listing, and return to the game), and will take a long time to solve — IF you have the patience!

*Knights Quest* comes from Phipps Associates for the 48k Spectrum.

## THE STRANGE AND THE GHO

Back in May, Stephen Donoghue's cat had left home, and his wife was about to follow. Neither could stand the strain of trying to shoe the horse in *Ghost Town*.

So worrying was the situation, I felt unable to set off for my week's cruise on the Oxford Canal without first writing to put Stephen out of his misery.

Two months later, the horse was shod but three treasures were still missing. Stephen assembled a high powered team in an all-out attempt to find them. Perhaps I should have known better then to book a late break on the Trent and Mersey, for it heralded another roller from Sunderland. *Adventureland* had taken five hours, *Strange Odyssey* six days, but four months and still no end in sight on *Ghost Town* for our PhD, 3 MSCs and 8 BSCs!

The team, I diagnosed, had overlooked one simple move, so I rushed Stephen a reply. My fingernails chewed to the armpits. I begged him to let me know the outcome.

He rang late the next evening —

BY KEITH CAMPBELL

## DESPERATE PLEAS OF ADVENTURERS

We want to know, but we don't want to be told! It's funny, isn't it, how a fascinating problem isn't its interest if we are told the answer outright? We want the solution AND the credit for arriving at it!

We're all at it, yet without a word spoken, respect each others' feelings in offering a solution! This is borne out by many of the tips I receive — shrouded in mystery or sealed up!

Like one from Zerk-suffering William Farren from New Malden, who was moved to write to put back in some of the enjoyment he has got out of *C&VG*. To help P Coppins on his *Golden Voyage*, William enclosed a cryptic clue, with a neatly glued-down solu-

tion. The clue and solution are shown in Melpline.

Take Stephen Banner of Birmingham — dying to turn a block of lead into gold, in *Escape from Traum*. "Are there any hints you can give me in riddles?" he asks. But these games ARE riddles.

"Make it hard for me," he adds, "I'll enjoy the game better!" We all know the feeling, don't we?

So can anyone give Stephen a really DIFFICULT clue?

New problems arrive daily. How about *Swords and Serpents* as an example? "I have two problems", writes Robert Hughes from Stafford. "First I would like to know what the aim of the game is..."

"Stranga fellow!" I thought, until I received exactly the same query from R. D. Mosworthy of Chalmersford. So back to Robert, who complained that the brochure illustration was nothing like the game, depicting something that was impossible to achieve.

I will be taking a closer look at this soon, and hope to tell you what sort of game Imagic is playing.

Does anyone know:

Mr. Poles of Lutterworth will be able to relight his lamp in *Philosophar's Quest*, so he can find the solicitor?

Now Brian Jones of Caersws might pass through the Golden Doors of *Sorcerer's Island*?

## RIPPED APART, RIPPED OFF?

A game that generates many pleas for help can usually be relied on not only to be difficult, but to hold the player's interest over a long period of time. So I sat down to play *Bedlam* with great expectations.

*Bedlam* can perhaps be likened to a text *Asylum*. Padded cells lead off from a network of corridors, each with a door, always closed and often locked. The text is witty and plentiful, and produce a loony-bun atmosphere at least as good as *Asylum's* mixed graphics and text.

A *Bedlam* lobotomy is not as devast-

ating as an *Asylum* one, nevertheless it became distinctly derrier-brained after mine! Although this surgery doesn't prevent the game from being completed, it makes playing really crazy! Luckily normal insanity can be restored by the use of a rather obscure magic word!

Strange inmates join the *Adventurer* in his quest for freedom — Picasso, Napoleon and Houdini to mention but a few! I liked this, and at the point of being savaged by a guard dog, left the game for a while to ponder.

Remembering the names Simon Clarke and Richard James, I dipped into my correspondence file, and found a hot tip for dealing with the offending dog. It didn't work! Curse — what sort of twisted readers have we got?

At the back of my mind was a nagging feeling that here might be one of the random elements described in Tandy's catalogue as "the way out changes every time you play".

I have since passed the vicious dog, (I can't be sure whether success is random, or exact sequence of words is required), but was disappointed to find that my difficult and intriguing *Adventure* was suddenly over!

Solved adventures of any standard take at least half an hour to replay — and the slightest mistake can easily extend that to an hour.

Not so with *Bedlam*. It can be completed, start to finish, in about two minutes flat. Not only that, the problems requiring a definite solution can be easily identified, and number exactly three!

Unable to believe the game was so small, I gave Simon a ring. "Yes", he said, "tiny, isn't it?" Tandy had assured him that if the dog failed to react to the poison, there were a number of alternative escape routes. But Simon hadn't found any others — have you?

*Bedlam* is available from Tandy on cassette for TRS-80 Models I and III at £11.95, and for the Tandy Colour Computer at £9.95. Why the price difference? A game's a game, isn't it? In any case, there's so little of it, at either price it's a bit of a rip off.

## SCOTT WILL RETURN!

More of you write in about Scott's games than about all other *Adventure* games put together. Scott's empire is the IBM of *Adventure*land. And those letters are not just restricted to people who play the games!

Many readers write to ask whom the series will be available for their own systems — BBC, Spectrum, and Dragon. "Please, if and when? We need 'em badly!"

I took some time out from answering the mountain of mail you send me to find out.

So here's the latest. I spoke to Mike Woodruff of Cellisto Computers, *Adventure* International's UK agents. He told me that only one thing was holding up the release of the Scott Adams series for BBC, Spectrum, and Dragon — a suitable programmer!

He will have to be a top-notch machine-code programmer. As soon as one can be found, says Mike, the games will be converted.

To clear up the confusion created when in error I stated that *Mystery Fun House* was available for the Vic-20, I can now reveal all!

Comodoro, who has the sole rights for Vic versions of the games, confirm that only the first five of Scott's games are currently available. The good news is that they are negotiating a deal with *Adventure International* that will hopefully lead to the release of the rest of the series.

So file all my tips away for future reference, you Vic, BBC, Spectrum and Dragon owners — you may be glad of them soon!

## SALE OF STEVE'S TOWN HORSE

desperate for a decent night's sleep. Still one treasure missing! I told him it was time he dug something up.

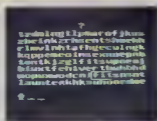
"Well!" wrote Stephen a few days later. "Without your tip I'd still be looking for that \*\*\*\*\* In the year 2000! *Ghost Town* has finally bit the dust so I can go back to more mundane chores like eating and sleeping. What I really need is a rest, so I'm going to do something easier like *Pirata*. After that I shall tackle the Scott Adams *Adventures* in chronological order. Three down and ten to go, but one day Adams..."

The tips I gave Stephen are shown below, plus help for Robert Miller stuck inside a Sphinx he entered via a Time Machine.

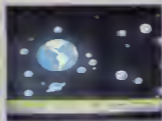
## TAKE THE TABLETS

Two tablets, two townships. Note the quotation marks on the second tablet. Solution: yes, "Sun", and when you see the mountain, not actually in the middle of the mountain, but at the end of the road. Looked at the lever at the end of the corridor keeps slipping and the road goes up and down. Looked at the lever at the end of the road.





WORD FEUD



ASTRO CHASE



SPLATI



CITY PATROL



MULTITRON

As you can see Astro Chase is our Game of the Month this issue. The opening display is something not to be missed — so don't miss our review on page 154. We also take a look at a brand new two-in-one game called Death Mines of Sirius, which has a soundtrack which must be heard to be believed. Read all about it on page 156. There's an official Frogger game for the Dragon on page 156, and a version of a starship shoot out called Star

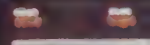
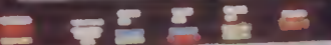
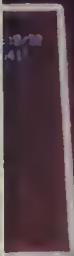
Jammer, also for the Dragon, on page 162. Splati is the unpromising name for our Spectrum game under review this issue. Find out if it lived up to its name on page 162. That big ape makes a comeback on the Vic-20 on page 162, while the word-anthra among you will enjoy Word Feud on the CBM-64. Plus many more. How do we get them all in? Watch out for our new improved Reviews section next month!

THORN EMI PRESENTS

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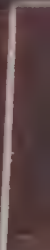
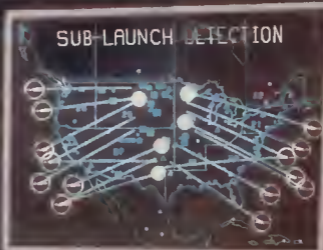
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## PANIC IN THE CITY AS ALIENS ATTACK

### CITY PATROL

Suddenly a million voices cried out for help at once. Then silence as the holocaust swept across the helpless city. Can you save the day?

You are the supreme commander of a laser ship. Your task is to intercept and destroy all alien sneaky craft.

Your task will be varied depending on how many aliens you destroy in relation to the amount of destruction being caused in the besieged city.

The city consists of four layers of buildings which all move independently to each other at differing speeds in relation to the viewing angle, creating a 3D effect.

The eight way direction is controlled by keyboard which I found took a long time to master. The all character graphics scroll in four directions producing a realistic flicker free flying simulation.

Alien space ships appear near the top of the screen and keep a constant direction thereafter. When an alien stops, it automatically goes into its search and destroy mode. You will be destroyed if it hits you five times.

Two quite frightening features are the hidden aliens located elsewhere in the city — off screen. These may fire their laser demolishing a building. All you will see is a brief flash in the sky.

Also if — by unfortunate means — an alien completes its mission and reaches Ground Zero the game freezes for a second followed by a series of large explosions that blow a large chunk of your city to smithereens!

You also have the useful option of flying at maximum speed by holding two keys down simultaneously, this results in the buildings wizzing past you at tremendous speed!

By holding any of the eight direction keys or 'A' for surrender, you will activate the ship's lasers.

Trapping an alien in your sights is not at all easy. First you must wait until it isn't behind a first row building, then

when you are level with it, advance over it keeping equal speeds and quickly fire! A steady hand and accurate eye is needed, not as easy as it sounds.

The city is made up of several types of buildings all differing in shape, size and design. If you accidentally fire on a building it will be destroyed.

Every layer one building you hit loses you ten points, and up to 40 points for a layer four building. This stops you demolishing the city to find aliens.

There are three levels — average, difficult and impossible. I did try the impossible level and found that about twice as many buildings have been added, all much taller which cuts down your view of advancing aliens! Yes... it was impossible.

Despite some very nice graphics and realistic simulation, I thought that the game could have incorporated more interesting characteristics though it did possess a surprisingly addictive quality.

It's a good addition to games software for the ZX81 — a micro that's rapidly being left behind in the rush to bigger and brighter machines.

For those with a bit of warrior in you, City Patrol — by Micronics — is available at W. H. Smith for the Sinclair ZX81 at £4.95.

- Getting started 5
- Graphics 5
- Value 5
- Playability 5

## ATTACK OF KAMIKAZE TURTLES!

### MULTITRON

Dodge waves of kamikaze turtles and black packs of sluggish snails in this latest clone of the well worn Space Invaders theme.

As in all invader-style games you laser base or instead attack from waves of mutants, in the case of Multitron they take the shape of dove bombing tortoises, a snail-like creature, and small snail-like creatures amongst others.

One very interesting feature in the game is that once you have managed to survive all six waves of mutants you

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R·E·V·I·E·W·S

## GREAT THEME TUNE FOR TWO-IN-ONE

### DEATH MINES

Fans of action and adventure games now get the best of both worlds with the launch of a double-tape game.

The pack consists of two cassettes. One with an action arcade type game and another with an adventure. This idea is not new, but Phoenix software has added a new twist. You cannot load the adventure without the code, which you can only get by mastering the arcade game first.

The first release in this series is for the Dragon and goes under the name Death Mines of Sirius.

A feature of the cassette system on the Dragon is the ability to record speech or music and play it through the television. This can be activated by the remote control from the recorder. Phoenix is the first company which I have seen make use of this and it works amazingly.

Once the game is loaded you are greeted with the theme music from 2001. Then, if you want the instructions, the music is played again as backing.

Thus, unfortunately, is the best part of the game. The action game proper is little more than a lunar lander. It is in black and white, and it flickers badly.

You and Captain Phoenix, say the instructions, must land your drone ship on the four pads at the bottom of the screen. Once you have done this you have to prevent the aliens which inhabit the planet back to the top of the screen a better place.

You have to complete all 12 skill levels of the action game before you can proceed to the adventure. At the end of each level you are given a clue which will help you later on.

When you have mastered the first cassette, you will be given a code to load part one of the adventure. This consists of a four letter code, and there are nearly half a million combinations.

On loading the first part of the adventure — there are two — you are asked for the loading code. You are then told to press enter but this does not matter.

The game itself is slow. Very slow.

It's quite easy to get killed, and I found it annoying that I was asked to enter the loading code each time I wanted to play again.

The Adventure is fairly standard and uninteresting. I'm afraid the loading sequence, though, is great.

The package comes in a posh plastic case containing two cassettes, with a total price of £9.99 from Phoenix, based in Pinner, Middlesex.

- Getting started 9
- Graphics 5
- Value 6
- Playability 5

## FROG SCORES A HIT ON THE DRAGON

### FROGGER

Jump for your life if you don't want to be splattered all over the road! Guide your frog to his frog-hole by hopping him across a busy road and crocodile infested river in this, the official version of Frogger.

In a close representation of the original arcade game by Sega your frog has to avoid the fast moving road traffic and cross the river by using floating logs and turtles' backs as stepping stones. Beware the turtles — they are inclined to dive unexpectedly.

A lady frog appears at random in one of the five frog-holes on the far side of the riverbank.

When all live holes have been filled with frogs you move on to a new level. Things start to get more difficult as less time is allowed to get the frogs safely home, the cars move in faster convoys and there are fewer logs.

For one or two players, control is by joystick or keyboard. Keyboard control is very easy to master using the cursor keys for left, right, up and down moves. Frogger is written in machine code and the graphics and speed are among the best I've seen on the Dragon. It is available from Microdeal and all leading retailers at £8.00.

- Getting started 8
- Graphics 6
- Value 7
- Playability 7

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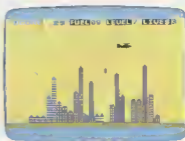
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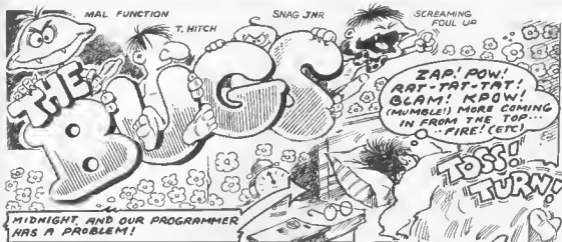
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**SPLAT**

Splat! certainly makes a welcome change to the usual shoot-em-up games that flood the C&VG offices every month.

Instead of wiping out hordes of mutant invaders or destroying squadrons of bad men you've got to help Zippy, Splat's central character, to eat grass and avoid being squashed.

The game has seven levels but this review only covers the first three — mainly because I wasn't good enough to get any further!

At the beginning of every game Zippy, represented by a flashing cross, is placed in the centre of an area strewn with rocks and the occasional clump of grass. The screen scrolls randomly in four directions. Bumping into the rocks doesn't do you any harm but you have to be careful not to get crushed between a rock and the surrounding wall.

On your travels points are scored for eating grass and on the higher levels an odd plum might come your way. Zippy's progress through each level is shown as a percentage mark. When it reaches 100 you move onto the next sheet.

The second level includes a river but remember to use the bridges because Zippy can't swim. Level three has spikes which will kill you if they are touched.

Incentive Software, the manufacturers of Splat! are offering a £500 prize to the person who can get the highest score on the game. I'm afraid you can't cheat because each score has a unique Hi-code which can be used to check the authenticity of any Hi-score.

Splat! is one of the most addictive games I have ever played on the 48k Spectrum, it is certainly the most original and at £5.50 is good value too.

- Getting started 8
- Graphics 7
- Value 8
- Playability 9

**THE GREAT  
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**APE ESCAPE**

If you have developed a liking for video game gorillas you'll be pleased to hear that this big ape has made a reappearance in a new game.

Mario lens will be disappointed though as this game has nothing whatever to do with Italian carpenters and blonde starlets.

The ape is imprisoned on the top of a



sky-scraper. Until out of the skies come a squadron of crazy choppers intent on dismantling the building brick by brick to let the beast out. Your job is to blast those choppers and stop the ape.

If he gets out he quickly runs along the ground and bashes your little man with his fist.

The game has several levels — making for a progressively difficult challenge. Level one should not cause any of our readers any problems but by the time you get to number three the action becomes fast and furious.

Added hazards are parachutists who can cripple your man if they land on him — as can falling sections of the building, crashing to the ground from obliterated choppers.

If you do bite the dust the game introduces a cute Andy Cap type character who shuffles on to the screen to sweep up the mess.

Ape Escape is the last of a new range of Vic-20 cartridges from SpectreVision — the video game people — and is available from Vnicen Electronics of Hendon. It's in the shops now at a slightly pricey £19.95.

- Getting started 8
- Graphics 6
- Value 3
- Playability 5

**EXPLOSIONS  
DON'T MAKE  
GOOD GAMES**

**STAR JAMMER**

Great explosions! I thought to myself, when I first sat down to play Star Jammer on the Oregon I ended up horribly disappointed with the game.

You are presented with a starships viewscreen and venous stars and objects float in front of you. Your gun-sights are situated in the middle of the screen, and the object is to manoeuvre an alien ship into range of your lasers and zap it. But you must reach the next stargate in the galaxy before your energy levels run down.

Unfortunately I couldn't identify any stargates and don't think I ever managed to reach one!

The game is a version of Atari's Star

# V.I.E.W.S



## Raiders game for the VCS

There were no instructions included with the cassette and play was largely by trial and error.

When I started the game I found it almost impossible to identify the alien as they start off as small blobs identical to all the other blobs around them.

They rapidly get larger and larger until they exploded in a spectacular and colourful fashion. I was immediately awarded 50 points for doing absolutely nothing.

With my next life I manoeuvred the alien into range of my gunshots and blasted away. I was awarded another 50 points. As the game progressed, the greater number of aliens killed meant more points were awarded for each one reduced to cosmic dust.

If the alien isn't killed before it reaches a certain size, it grows until it fills nearly half the screen and explodes. These explosions are fantastic and although the program is written in Basic I feel it's a shame that the game doesn't match up to the quality of the explosions.

The game is not helped by the impractical Dragon joystick. This doesn't have the usual self-centering feature and makes for very erratic manoeuvrability. It is available from Sussex based Selamander software for the Dragon 32 at £7.95.

- Getting started 2
- Graphics 4
- Value 2
- Playability 3

## THE WAR OF WORDS WILL HOOK YOU!

### WORD FEUD

Word Feud is the most entertaining word game to arrive on the C&VG reviews desk since Psion's superb Spectrum Scrabble.

Unlike Scrabble it is surprisingly simple to learn. The idea of the game is to spot the hidden word buried in a mass of letters.

Using the joystick you move a grid around the screen until you spot the word. Get the word in the frame and

press the fire button. The first person to get the word in the frame wins.

You can choose whether to have three or four letter words. There is also an option to play against the computer as well as a friend.

In the one player version your computer opponent introduces a cute little character that bounces around the screen eating up the letters and destroying your chances of finding the hidden word.

Word Feud is one of those games that take you about twenty seconds to learn but which you can end up playing for hours.

Word Feud runs on a Commodore 64 and is available from Audiogenic of Reading at £9.95.

- Getting started 8
- Graphics 8
- Value 8
- Playability 8

## MICRODRIVERS AIM FOR THE FASTEST LAP!

### CHEQUERED FLAG

Chequered Flag is, as you might expect from the name, a Formula 1 racing simulation.

It features some spectacular graphics, and there is a choice of ten circuits, mostly based on real race tracks, although there are also some, fictitious ones too — like the Cambridge Ring and Micro Drive!

When the game has loaded you first choose your track. Then you get a choice of three cars, one of which has an automatic gearbox.

The entire lower half of the screen is taken up by your car. You see all the details — in fact it resembles the cockpit display in Psion's flight simulation program in many ways.

Apart from the car, which is superbly drawn, there is not a lot else on the screen. Small telegraph poles fly past occasionally, but there are no other cars to pass — or to crash into!

This is one of those games which you have to be an octopus to play well. The game uses ten different keys but you only need to keep your hands on the accelerator, brake, left and right.

You also need a spare finger to change up and down through the gears, except on the automatic car.

I found the game a very real simulation of driving round a track. But steering is quite tricky and you certainly notice the lack of other cars.

Chequered Flag runs on a 48k Spectrum, and you should find it in W. H. Smith. It costs £6.95.

- Getting started 9
- Graphics 9
- Value 8
- Playability 5

**SHARP MZ80K copy program.** Back up your software investment with easy to use program. Supplied on cassette for £6.95. Chequered Flag to Terence Andrew, 53 Wildlife, Orion, Melbourne, Peterborough.

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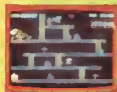
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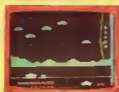
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# SUDDENLY IT'S CHRISTMAS!

Christmas is probably the last thing on your minds right now. But here at the *Computer and Video Games* office we like to think ahead. That's why our next issue will be packed with festive fun and games — it is our December issue after all!

Mind you, it is a bit strange sitting in the office surrounded by decorations when people are still out sunbathing in the park! But by the time the next issue reaches you winter will have set in with a vengeance: the nights will be drawing in and all you'll want to do is sit next to a cosy computer and read your favourite magazine. No, not *Smash Hits* stupid! *Computer and Video Games* — get it right!

What have we got for you in our astounding Christmas issue? To kick off there's a bumper bundle of prizes to be won in our grand competition extra. We've got no less than three Coleco ADAM Family Computer Systems to give away, plus Philips C7000 video games consoles, plus six copies of a brand new Snooker game from brand new software company Visions — all signed by the master of the game Steve Davis. Plus a couple of other competitions that we'll throw in at the last minute. What I mean really is that we've not had time to think about them!

We'll also be featuring a games players guide to all the new — and not so new — micro-computers. You'll be able to wave this at your parents if you are angling for a new micro this Christmas. Plus our review of the best software for each machine.

We'll also be starting a new feature on the listings we print in each issue — picking out the good points and perhaps telling you how to modify them. We'll be chatting to the authors of our games listings too and asking

them how they went about creating their games, including how they got the idea in the first place!

We are also expanding our Reviews section to give you an even better run-down on the best games around for your micro. Plus all our regular features — with an extra added festive flavour.

And there will be games listings too! We've got a 1k wonder

space with *Lunar Rescue*, but we come right down to earth with an odd offering for the Vic-20 called *Turnip Turmoil*.

We return to the arcades for our Spectrum spectacular with *Knockout*, one for all of you out there who own a 48k machine.

There will be some surprises along the way too — as always in the only reader friendly computer magazine ...

*This here's my newsagent*



for the Sinclair ZX81 called *Space Patrol*, and our offering for the Atari is called *Crash Landing*, a game that packs a punch.

There's a maze game for Dragon owners and a war game for the Texas simply called *Tank*. There is a robotic feel to our Sharp game for Christmas — it's called *Cyborg*, and that's all we're telling you.

BBC owners can get lost in

Me'n my newsagent are real close. His name's Bill or Fred or something ... Anyway we got an arrangement. Every month, you know what he does? He looks out my copy of *Computer & Video Games* and keeps it, just for me.

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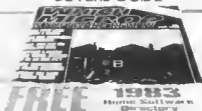
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AT YOUR NEWSAGENTS

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# sinclair special

5



*Inside...  
New Interface 2  
and ROM cartridges!  
New Software!*

## TAKING NEW SOFTWARE IN NEW DIRECTIONS

You'll see that this issue of Sinclair Special devotes considerable space to software. Why, when we've so much to say about hardware and peripherals? Simply because at Sinclair we believe in supporting first-class hardware with first-class software.

This month sees the start of a new commitment to education in our catalogue, both for adults and children. In the field of more theory, we've programs like *Beyond BASIC* and *Make-a-Chip*, which take you from the creation of simple ZX Spectrum subroutines to simulated circuit design projects.

There's *Musicmaster* to teach you music terminology, note values and composition.

And if you're keen to beat your Spectrum at chess (which can be hard), you'll certainly want to try *Chess Tutor 1*, the first program in a complete chess masterpiece.

### Coming soon...

In the pipeline are many new releases, some of which break completely new ground. *LOGO* and *micro-PROLOG* for instance. They're fifth generation languages which will take you and your Spectrum closer than ever before to the creation and application of artificial intelligence.

A formal agreement between Sinclair and Macmillan Education has been announced. The first results of which will be published this autumn. These consist of five programs in a complete early reading course plus the first four of a series of programs based on Macmillan's top-selling *Science Horizons* Scheme. All programs are designed for use in schools or the home.

And with Blackboard software, we're publishing six more home education programs for primary school children. Covering alphabet, spelling and punctuation. Each of these programs is a true gem, unlike any other education software, and fascinating to run. Even for adults!

I believe that these new titles represent a major advance in educational software for the home.

### New ROM software too!

You may well have heard news of ZX interface 2" and ROM cartridge programs. You'll find full details on the facing page (and there's an order form on the back page too!). These offer an instant games playing facility at unbeatable prices, and expand the possibilities of using your Spectrum in yet another direction.

*Alison Maguire*

Alison Maguire  
Applications Software Manager

# SOFTWARE UPDATE

The latest cassette software for ZX<sup>®</sup> Computers



### Chess Tutor 1 For 48K RAM Spectrum £9.95.

Chess Tutor 1 is a new way of learning all about chess - using your ZX Spectrum.

It starts from the beginning by teaching you about the chess pieces and the way they move - including castling, an en passant, promotion, check, checkmate, stalemate and perpetual check.

Then it teaches you the basic tactics - pins, forks, double attacks and skewers.

There are over 120 exercises and over 200 questions for you to answer - with demonstrations and hints from your ZX Spectrum when you want them.

You can choose which parts of the course you want - and even experienced players may be surprised at what they can learn from Chess Tutor.

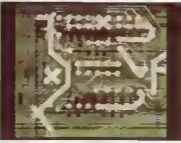


### Musicmaster For 48K RAM Spectrum £9.95.

Musicmaster turns your ZX Spectrum into a musical instrument which will not only play tunes, but will also demonstrate key signatures, durations of notes and scales.

You can write your own tunes - in any key - play them over and over again, save them on tape, modify them.

You can either write your music on a slave or place a simple overlay on your Spectrum for a 17-note keyboard.



### Make-a-Chip For 48K RAM Spectrum £9.95.

Make-a-Chip teaches you the basic elements of circuit design, shows you how they fit together, and then lets you design and test your own circuits.

When you have designed a circuit, you can give it inputs and outputs and your ZX Spectrum will check it for you. Then it will run it, or tell you what's wrong so that you can modify it.

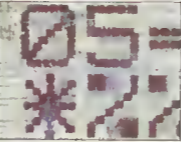
Make-a-Chip is a fascinating way of finding out how computer logic works.



### Print Utilities For 16K and 48K RAM Spectrum. £9.95.

Increases the printing and display facilities of your ZX Spectrum with the Print Utilities program.

Print Utilities enables you to enhance your programs by generating characters of eight different sizes which you can place anywhere on your screen.



### Beyond BASIC For 48K RAM Spectrum £9.95.

Takes the agony out of assembler. Takes the mystery out of machine code.

Beyond BASIC gives you a deeper insight into the workings of your ZX Spectrum. It explains what happens inside your micro when you run a program, and it teaches you simple Z80 machine code programming.

A major feature of Beyond BASIC is that it enables you to write your own Z80 assembler programs - then you can actually see on your screen how they affect the ZX Spectrum memory and registers.

# ZX INTERFACE 2®

## The New ROM Cartridge/Joystick Interface

**Loads programs instantly!  
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Just plug-in and play!**

The ZX Interface 2 is the latest new peripheral for the ZX Spectrum® system. It enables you to use new ZX® ROM cartridge software: plug-in programs that load instantly. It allows you to use two standard joysticks, without the need for separate, special interfaces.

To use new ZX ROM cartridge programs, just connect Interface 2 to the rear of your Spectrum or Interface 1 and plug in the cartridge of your choice. The program is then loaded, ready to run!

You can use any joystick that has a 9-way D plug. Use one or two of them for extra fun with ZX ROM cartridge or Sinclair cassette programs—or with dozens of other Spectrum-compatible programs!

**£19.95**

SEE BACK PAGE FOR  
ZX INTERFACE 2  
AND  
ROM CARTRIDGE  
ORDER FORM!

## ...AND BRAND NEW ROM CARTRIDGE SOFTWARE!

There's already plenty of choice of ZX ROM cartridge programs for your Spectrum. Some are old favourites, in an exciting new form. Others are new.

And now, thanks to ROM cartridge technology, you can run them all on a 16K RAM Spectrum, even if they were originally written only for 48K machines!

Every ROM cartridge program loads fast and faultlessly. No wires, no waiting, no worries about loading errors! All of them are affordably priced too, at £14.95.

### New! PSSST



Robbie the Robot ails in his garden. Help him fetch compost to cultivate his prize Thyrogodan Megga Chrysanthodil. Help

him make the right choice of pesticides. To ward off devilish insects. Stop the insects breeding to overwhelm numbers before Robbie's plant has bloomed. PSSST is horticulture with a horrendous twist!

One and two player option, with a host of features including sound effects.

### Chess



This sophisticated program does everything you'd expect at board game level, and much more besides.

The high-resolution chess-board and pieces are arranged in a row and column system, so it's easy to key in your moves.

At any stage of the game you can request the computer to suggest a move, reverse roles or change the level of skill.

Full-colour high-resolution graphics.

### New! Tranz Am



Set in a future time ruled by cars and trophies, in a land where petrol re-places gold, and status is possession of the 8 Great Cups of Ultimate.

Driving your Super Blown Red Racer, use your skill to outwit and crash the Deadly Black Turbos. Use your instruments to locate and collect the trophies—before you overhear or run out of fuel.

A program with outstanding multi-directional movement, graphic features, and a playing area equivalent to more than 600 times actual screen area.

### Horace and the Spiders



Guide Horace on the hazardous journey to the cobwebbed house full of poisonous spiders.

Safely in the house, you must move along cobwebs, choose a spot, and jump on it! The spiders will be in a frenzy—scuttling to repair their precious web.

And when a spider is spinning a new section, you're safe to attack and destroy it!

Kill all the spiders, and a new web appears—with even more spiders to catch.

Full-colour high-resolution graphics.

### Backgammon



Everything you need to play the famous and deceptively simple board game. Board, stones, rolling dice and doubling dice are shown in full colour and high resolution. Choose from four levels of skill to suit experts and beginners alike. Full rules are included.

### Space Raiders



Your skill is all that's stopping successive waves of aliens from destroying Earth. Use your gun base to attack. Shelter behind buildings—move out and blast the passing alien spaceship! Full-colour high-resolution graphics with sound.

### Planetoids



Dodge and swerve using your thrust button, turn on a planetoid fire! But beware—the alien ship moves fast to destroy you with cluster bombs. And when it comes to the crunch, use your hyperspace button!

Full-colour high-resolution graphics with sound.

### Hungry Horace



Horace is forever being chased around the park by guards. He steals their lunch, eats pithy way flowers and creates chaos in the park by ringing the alarm! You'll have to be quick to keep Horace out of trouble!

Full-colour high-resolution graphics with sound.

### New! Cookie



You're Charlie the Chef, who keeps his ingredients locked in the larder. But if the ingredients escape, they bring the inedible Nasties with them!

You must daze the escaping ingredients with flour bombs and knock them into the mixing bowl. Stop them getting into the dustbin at all costs! And beware of Nasties! Halve them into the mixing bowl!

Cookie is fast-moving penic in the pantry with a cast of real characters. A program to make you smile—and sweat!

### New! Jet Pac



As Chel Test Pilot of the Acme Interstellar Transport Company, your task is to deliver and assemble spaceship kits. On your way round the galaxy, you're free to collect precious stones and gold.

The catch? Rocket fuel is precious and scarce. And the aliens don't like kindly to the theft of their valuables. You'll need your wits and your lasers!

With a host of features, including multi-directional movement, explosions, sound effects and one and two player option.

# ZX MICRODRIVE



## NOW ON RELEASE

The ZX Microdrive System – as you'd expect from Sinclair – is unique to the world of computing. It's a compact, expandable add-on system which provides high-speed access to massive data storage. With just one Microdrive alone (and Interface 1), you'll have at least 85K bytes of storage, the ability to LOAD and SAVE in mere seconds, the beginnings of a local area network of up to 64 Spectrums, and a built-in RS232 interface! The cost? Less than £50 for each Microdrive

**How to get ZX Microdrive**  
Spectrum owners who bought direct from us, by mail order, have been

sent full details. Order forms are being mailed in strict rotation, so if you haven't yet received your order form please bear with us. We're making good progress in meeting the huge demand.

If you didn't buy your Spectrum by mail order, don't worry. Send us the form from the bottom of this page. We'll add your name to the mailing list, and send you details by return.

Each Microdrive costs £49.95. Interface 1 costs £49.95, but just £29.95 if purchased with a ZX Microdrive Extra ZX Microdrive cartridges: £4.95.

### How to order

Simply fill in the relevant sections on the order form below. Note that there is no postage or packing to pay on some purchases. Orders may be sent FREEPOST (no stamp needed). Credit card holders may order by phone, calling 01-200 0200, 24 hours a day, 14-day money-back option, of course. Please allow 28 days for delivery.

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	ZX Spectrum - 16K	3002	99.95	
	Postage and packing: orders under £90	0028	2.95	
	orders over £90	0029	4.95	
			<b>TOTAL £</b>	

#### Section B: Software ROM CARTRIDGE PROGRAMS

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	G10/R Chess	6301	14.95	

#### CASSETTE PROGRAMS for ZX Spectrum

E8/S Chess Tutor 1	4308	9.95
E7/S Musicmaster	4306	9.95
E8/S Beyond BASIC	4307	9.95
E8/S Make-a-Chip	4305	9.95
L&S Print Utilities	4404	9.95
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Please add my name to the Microdrive Mailing List, and send me a colour brochure with full specifications of ZX Microdrive/Interface 1 (tick here). You can use the above form to send us your name and address.

# C & VG SOFTWARE FORM

Have you written a games program which you feel is just right for C&VG? If so we have come up with a form to ensure that we can test it out and give you our views on it, as quickly as possible.

We would prefer a tape and listing but can work from just a tape and will return it to you if it doesn't find its way into the magazine. We will also need an additional sheet explaining the game and its theme. And any documentation like lists of variables or how certain routines are working, would be of great help to beginners. Please make sure that your name, address and the program name is on everything

you send us, including the cassette itself.

This form will merely help us to keep a check on your game as it goes through our testing process and make sure we have all the information we need to present it properly in the magazine.

If you don't want to cut up the magazine, we will accept photocopies or clean copies of this page. This form will be appearing regularly in C&VG issues from now on.

Remember we pay £10 for each listing published and you could win our Programmer of the Year Contest where we will try to turn the winner into a best-selling games author.

Program name: .....

Machine  
make: .....

Model .....

Other models it  
should run on: .....

Number of K  
needed to run it: .....

Other equipment (joysticks, Extended  
Basic, add ons, etc.) needed to run it: .....

Author's  
Christian name: .....

Sur-  
name: .....

Address: .....

Tel: .....

Date: .....

Type of game: (If original  
please say so) .....

Loading instructions: .....

Game instructions: (If not included  
in the listing) .....

Office use only

Date received: .....

Evaluator's comments

Acknowledgement sent: ☐

Good enough  
to publish ☐

Name of  
evaluator: .....

Needs some  
tidying up ☐

Date sent out: .....

Not worth  
publishing ☐

Date due back: .....

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author for alterations: ☐

Date  
sent: .....

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on this micro ☐

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issue of magazine: .....

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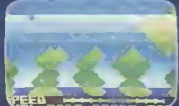
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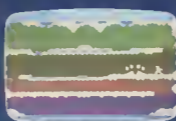
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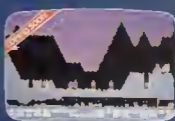
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# MKRO-GEN

The chart-hitting

## Mad Martha



ite Henry is the hen-pecked hero of this domestic tale. One night Henry can take no more. He steals his wages from his wife's purse, and sneaks out of the house being careful not to wake the baby or trip over the cat and heads for the bright lights to have some fun. Trouble is he's out of money. His only way to raise some cash is to gamble his few remaining pounds on the spinning wheel at the Casino table.

Just as Henry is getting in to his evening at the tables his wife, Mad Martha, has secured his absence. Realising Henry has abandoned with the housekeeping she sets out after him with an axe. Guess what part you play in this happy tale. That's right, you're Henry. Watch it for this one.

And now -

## Mad Martha II

presents  
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great games  
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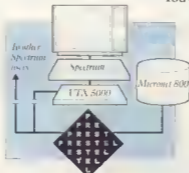
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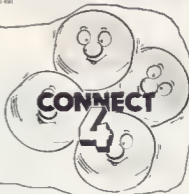
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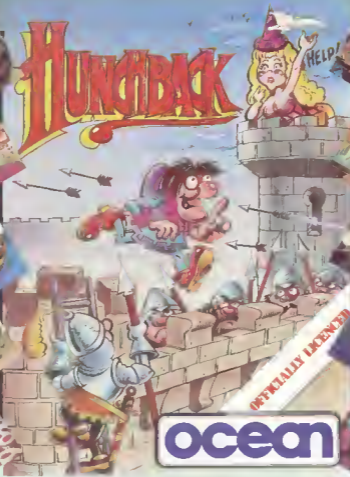
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